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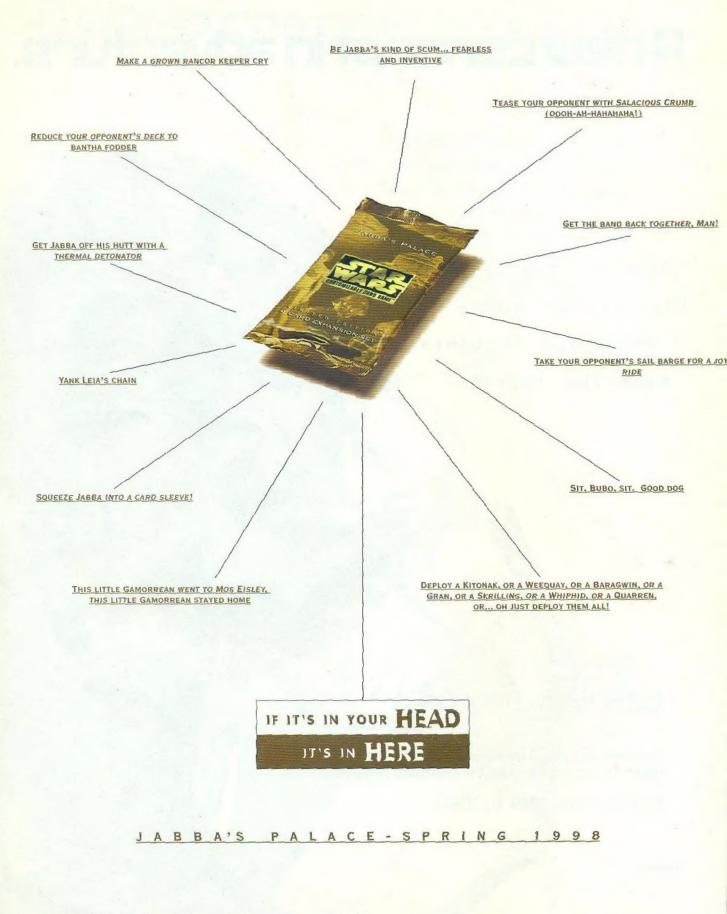
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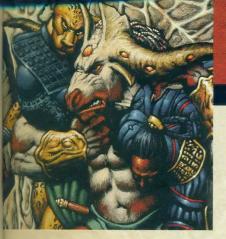




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THE DUELIST #24

FEATURES

Set against the backdrop of *Stronghold*, this is the story of one card's life from inspirational spark to finished card. *by Mike Ryan*

Catch up with the *Weatherlight* crew as they face down Volrath on his home turf. The story of *Stronghold* told through card art. *compiled by Mike Ryan and Mark Rosewater*

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MARK MY WORDS

We're Listening

OFTEN USE THIS SPACE to discuss what my co-workers and I do to improve the game of Magic. This issue, let's focus the spotlight outside Wizards' walls. What impact do all of you, the players, have on the game? I'm not talking about Magic players as one large group. Obviously, the success of the game is directly connected to

the number of people playing it. I'm referring to the effect one person—you—can have on decisions made here at Wizards of the Coast.

For starters, let me tell you a big secret: Everyone here cares what you think. From design to art to flavor text, all the people working on Magic try to make something you'll enjoy. How do we know if we succeed? Feedback. We crave it like a drug.

When *Tempest* first came out, I went to a Prerelease. Why? I wanted to see people's faces as they opened up their packs. I wanted to hear which cards excited them. I wanted to know what flavor text made players laugh, and whether the story intrigued them.

And I'm not alone. Everyone here watches to see what you think. Many of us read Usenet newsgroups daily. I turn to the Magic Dojo to read up on the latest strategies, then take a peak at Land of Destoguardiana's Tracing Department to see what secrets have slipped out the door. I visit Squee's home page just to enjoy the fact that he has one. I also occasionally visit the channel <#mtg> on IRC to chat one-on-one with players.

In addition, I go to tournaments and events to meet people, and I always look through *Duelist* reply cards to see what readers think. We actively seek feedback. If you want something changed or want it to stay, let us know. How do you do that? Here are some possibilities:

Usenet Newsgroups: Post on either <rec.games.trading-cards.magic.misc> or <rec.games.trading-cards.magic.strategy> and note in your subject line that you want us to read it (try putting [Wizards] before the thread name).

> Email: Wizards of the Coast Customer Service is <custserv@wizards.com>, *The Duelist* is <duelist@wizards.com>, and I'm <woody@wizards.com> (be aware that due to the amount of mail I receive, I can't reply to every letter).

► Listservs: Wizards hosts several listservs (email lists), including one devoted to discussing *The Duelist*. Check out the Magic "Resources" page on the Wizards website at <www.wizards.com/Magic> for information.

> Web Pages: My favorite is The Magic Dojo at <www.thedojo.com>, but we peruse many sites.

> Letters: Send a letter to us. If it's well written, there's a good chance we'll print it. See the "Letters" column on page 12.

> Reply Cards: Fill them out, both in *The Duelist* and in starter decks. Remember, we look at hundreds of replies; hand-written comments get noticed.

► Phone: Call (206) 624-0933 for Wizards Customer Service.

The best way for us to know if we're meeting your needs and expectations is to get your reaction. We're listening, but we can't hear what isn't said.

Mark Roserva

Mark Rosewater Editor in Chief

DUELIST

VOLUME 5, ISSUE 3 (ISSN #1082-8621)

The Duelist is published monthly by Wizards of the Coast, Inc. 1801 Lind Ave. SW, Renton, WA 98055, United States of America Periodicals Postage Paid at Renton, WA, and at additional mailing POSTMASTER: SEND ADDRESS CHANGES TO THE DUELIST, P.O. BOX 469086, ESCONDIDO, CA 9204 ©1998 Wizards of the Coast, Inc. All rights reserved. No part of this magazine may be reproduced (except for review purposes) without the prior written permission of the publisher. Material published in The Duelist does not necessarily reflect the opinion of Wizards of the Coast, Inc., its employees, or its editorial staff, who are not liable for opinions expressed herein. ® denotes a registered trademark and ™ denotes a trademark, owned either by Wizards of the Coast or by others. Most product names are narks owned by the companies that publish those produc Use of the name of any product without mention of trademark status should not be construed as a challenge to such status. WIZARDS OF THE COAST, Magic: The Gathering, Deckmaster Garfield Games, Arabian Nights, Antiquities, The Dark, Legends, Fallen Empires, Ice Age, Chronicles, Homelands, Alliances, Mirage Visions, Portal, Weatherlight, Tempest, Stronghold, THE RATH CYCLE, ARC System, C+23, Dark Sovereigns, Ancient Hearts, Darkness Unveiled, The Sabbat, Proteus, Counterstrike, Mercenaries, Arsenal, The Great Dalmuti, RoboRally, The Duelist, Mr. Suitcase, The Duelist Sideboard, The Duelist Companion, MAGIC: THE GATHERING PRO TOUR, DCI, ANDON UNLIMITED, ARENA, and Caravan Tours are trademarks of Wizards of the Coast, Inc. AD&D, Forgotten Realms, Dragonlance, Planescape, Ravenloft, Birthright Spellfire, Dragon Dice, Greyhawk, Alternity, Dark Sun, Spelljammer, Al-Qadim, RPGA, GEN CON, Dragon, Durge and Polyhedron are trademarks of TSR, Inc. Legend of the Five Rings, Scorpion Clan Coup, Jade Edition, The Hidden Emperor, Shadow of the Tyront, and Legend of the Burning Sands and trademarks of Five Rings Publishing Group, Inc. TSR, Inc. and Five Rings Publishing Group, Inc. are subsidiaries of Wizards of the Coast, Inc. Jyhad and Vampire: The Eternal Struggle are trademarks of Wizards of the Coast, Inc., and White Wolf Game Studio. Netrunner is produced by Wizards of the Coast under license from R. Talsorian Games. Netrunner is a trademark of R. Talsorian Games. Battle Tech, Mech Warrior, and 'MECH are registered trademarks of FASA Corporation. The BattleTech universe is protected by copyrights owned by FASA Corporation and used under license. **Rage** is a registered trademark of White Wolf Publishing and is used under license. Dune is a registered trademark of the Herbert Limited Partnership; it and related marks are protected by trademarks and copyrights owned by the Herbert Limited Partnership and are used under license. The Dune Trading Card Game is produced by Last Unicorn Game and is published under license by Wizards of the Coast, Inc. Deadlands is a trademark of Pinnacle Entertainment Group; It and related marks are protected by trademarks and copyright owned by Pinnacle Entertainment Group and are used under license. Xena: Warrior Princess TM & © 1998 Universal Television Enterprises, Inc. Licensed by Universal Studios Licensing, Inc. All rights reserved. Hercules: The Legendary Journeys™ & © 1998 Universal Television Enterprises, In Licensed by Universal Studios Licensing, Inc. All rights reserved

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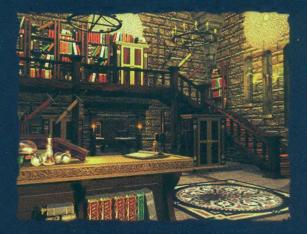
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ABOUT OUR CONTRIBUTORS

Cover artist Ron

A Background in Blood



Spencer has worked many jobs over the years—although one in particular may have influenced his interpretation of Crovax the Cursed. "I used to get by

pulling shoulder blades out of sides of beef all day," the 34-year-old Spencer tells us. "I also worked construction, printed T-shirts, and even worked in a bleach factory."

Spencer's work should be familiar to

Magic players. In addition to this month's cover, he illustrated Necrite from Fallen Empires, Hammer of Bogardan from Mirage, Serpent Warrior from Stronghold, as well as the ever-popular Terror. "Originally, I thought the picture was vertical, so I drew this guy down in the left corner. Then I saw the card and realized the guy was now floating up in the air." No matter, the art is still quite effective. He also illustrates for other games, including Legend of

the Five Rings, Vampire: The Eternal Struggle, and the werewolf game Rage. The last two seem especially suited to his uniquely graphic work.

Spencer achieves a distinctive look through an eclectic use of mixed media. This month's cover, for instance, was created with everything from colored pencils to ballpoint pens, and watercolors to acrylic paint. He also has a tendency to feature characters

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- > Wizards of the Coast's innovative ARC System and the exciting new C•23 TCG
- Complete coverage of The Duelist Invitational
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that seem to be missing, for lack of a better word, skin. "That's just my inexperienced knowledge of anatomy rearing its head. I know it's not necessarily how a formally trained artist would do it."

Spencer did get a little training at a twoyear college in Idaho, although he says what he really learned in school was that in order to succeed, an artist needs to "shut off the TV and stay up until 3 A.M." He still lives in Aurora, Nebraska, where he was born, with his wife of 12 years and what will soon be five children (one's on the way—right now he has "four and a half.") His inspiration varies depending on the subject matter, but some of his favorite work includes the

vividly photographic style of

Richard Corben (a popular sci-fi and fantasy illustrator who often works with Dark Horse Comics) and *Swamp Thing* illustrator Bernie Wrightson.

What was his inspiration for this cover? "Well, it was money in the bank, actually," he claims. This is not his first encounter with the crew of the *Weatherlight*, however. He also illustrated the Crovax *Vanguard* card

and the new Ransack card from *Stronghold*. Spencer often uses the same models for his illustrations, Dave Smidt and Dave's wife Millie. Both are featured on Ransack as Gerrard and Mirri, and Dave modeled for this cover (who would have thought that Gerrard and Crovax had so much in common?). Millie Smidt can also be seen on Volrath's Shapeshifter. "They're just beautiful people—and it's always nice to know a woman with a washboard stomach."

For the foresceable future, Ron Spencer will no doubt continue to be one of the popular artists in the field. Although, as he says, "If it comes down to it, I'll just paint on cave walls."

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This Issue Brought to You By: Kenneth Starr, incessant rain, fire, mocha, Jason Goodman, the big Smoooosooth, Groo, Twonky, Terrific Tuesdays, the unlocked cage, the number 4, and the words "ooble, dooble."

Thanks to: Brian and his absent wife, Elizabeth and Dane for the time away, Diana Sexton for selling the house, TNT, bandaids, Asia from Tukwila with the knee brace, little Viennas, chili cheese dip, beer, Matt Groening, and the good folks at Renton Honda.

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if you want to discuss The Duelist with other readers (and the occasional editor), you can sign up for the Duelist email discussion list (duelist-)). To join this email list, send an email to </istserv@oracle.wizards.com> with the following message in the back of the letter: subscribe duelist-1.

Teaching New Tricks

Te were all there once. As an average player, you find a good theme or combo to build a deck around, but you have a problem filling out the deck with stuff that works well with the combo. Often newer players will overlook simple cards like Stone Rain in their red decks to help slow down opponents until they can get out that Shivan. I'd like to see some more articles aimed at making good players great players. Maybe an add-on to "Picks and Tricks" where you take combos and build simple decks around them. I would like to see a section to help these players get to the next level. I sincerely hope "Drafting Table" comes out that way. So far it looks like a step in the right direction.

Troy Abelseth Rapid City, South Dakota

THE PRESSURES of space and monthly deadlines probably won't allow us to add a "Picks and Tricks" strategy article any time soon, but this does seem like a good topic for Eric Tam to tackle in "The Drafting Table."

I Contest That

I'd like to know why *The Duelist* contests aren't valid in Mexico?

Victor Basurto Mexico City, Mexico

MANY FOREIGN countries and provinces (and Rhode Island) have stringent consumer protection laws for contests (to protect you from "nasty" people who want to give you prizes). These laws force companies to either jump through numerous legal hoops (often including registering each contest with the government) or exclude those areas from the contest.



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Blacklight District

I was wondering why some Magic cards are blacklight sensitive and some are not. One theory is that because Magic cards are made in different countries the inks they use or laminations may be different.

DJ Koval Washburn, Wisconsin

SOME PAPER STOCK contains UV brighteners to make the paper appear whiter than it really is. These brighteners glow under a black light. Why some cards use this "special" brightener and others do not is a larger mystery. You've found the first clue, DJ. Keep searching. The truth is out there!

Reality Bytes

Although I usually agree with Richard Garfield's "Lost in the Shuffle" article, I disagreed with "A Game by Any Other Name" (*Duelist* #21, p. 112). A game is anything that involves conflict and some of the attributes of real life. Whether the conflict is you versus friend or you versus demon, it's conflict.

I think computer and video games, in addition to RPGs—the two types Garfield classified as "different" games—are the most prominent games. Computer RPGs are the ultimate form of games. Conflict all over the place, and real-life features (it makes me wish that it's real).

Thomas Joseph Webb Wrightwood, California

I BELIEVE Richard was merely trying to describe the difference between games played against other people with some clear means of deciding a winner (like chess) and "other" games that fall outside that definition (like RPGs and computer games). How closely the game emulates real life did not enter into the equation. But, if you truly want to live in a world like **Diablo** or **Quake**, maybe you should think about getting out and seeing the sun a little more often.

-

Going Postal

I recently received my issue #21 with the over-sized Shivan Dragon card. The military postal distribution office had blithely folded the magazine, and the plainly visible over-sized Shivan to fit in my mail slot. When I asked why, and if he would stop folding my magazine in the future, the clerk replied, "No guarantee. Maybe." He then shrugged and added "It didn't say 'Do Not Fold."

I ask that you start having wrappers for *The Duelist* (with any cards inside) labeled "Do Not Fold" for the benefit of these challenged individuals, and the health of my cards.

Arasin T. Staubly Holloman AFB, New Mexico

UNFORTUNATELY, it is not currently possible for us to label the wrapper and I truly doubt that an "indubvidual" of this caliber would even be able to follow such simple directions anyway. Let me know if the replacement Shivan I sent you got folded as well (I labeled that one by hand).

Are you pondering....!



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C•23 Unites Comics and Trading Card Games

izards of the Coast and Wild-Storm Productions have combined adventure gaming expertise with creative comic book artwork in an exciting new project. These two industry leaders plan to release their newest property—C•23—simultaneously as a trading card game (TCG) and a comic book series this April.

According to Kevin Maples, associate brand manager of the C•23 TCG, "C•23 is a premiere collectable trading card game created with the intention of bridging the gap between game players and comic book fans."

C•23 Trading Card Game. C•23 plays much like a traditional TCG and features story and comic art by Jim Lee, famous comic book artist and co-founder of Image Comics. Set in a post-apocalyptic science fiction world where humanity is segregated into two factions, C•23 is a two-player game in which players attempt to control cybernetically enhanced or genetically engineered characters. The initial C•23 set features over 160 cards that will be sold in 40-card starter decks and 12-card booster packs. Suggested retail prices are \$5.99 for starters and \$2.49 for boosters.

C•23 Comics.

The background for the C•23 comic book series was developed by lim Lee and Brandon Choi, the team responsible for creating such major comic properties as Gen13 and WildC.A.T.S: Covert Action Teams. WildStorm **Productions is lim Lee's** branch of Image Comics, the third largest comic book publisher in North America. The far-future action of C•23 takes place on an Earth dramatically altered by

global catastrophe. Lee begins with the tale of Corbin, the hero of the first eight-issue story arc, who attempts to unite the two human factions and bring an end to the generations-old conflict. But to bridge the two camps, Corbin must first learn the secrets of his own heritage.

ARC System. The C•23 TCG is the flagship game for Wizards of the Coast's new **ARC System**. Developed by Wizards, the **ARC System** is a set of TCGs that can all be played with each other. Each game will feature a unique storyline to enhance play and strategy. Other TCGs in the ARC System include Xena: Warrior Princess and Hercules: The Legendary Journeys (which will premiere in the

months following the C•23 release). The interchangeable nature of the ARC System will allow players to pit Xena against the son of Zeus, or determine what impact Hercules might have on the battle raging in the C•23 universe.

Watch for more information on the ARC System, C•23, and the Xena: Warrior Princess and Hercules: The Legendary Journeys TCGs in future issues of *The Duelist*. You can also learn more at the Wizards C•23 Web page at <www.wizards.com/C23>. For more information on WildStorm's products and services, check their website at <www.wildstorm.com>.

Magic Appears in Guinness Book of World Records

The Magic Pro Tour has reached yet another milestone. Shortly after the 1997 Magic World Championships received national coverage on ESPN2, Wizards of the Coast learned that *The Guinness Book of World Records* will list Australian Tom Chanpheng in its 1998 edition as the youngest Magic: The Gathering World Champion in

tournament history. Chanpheng became the 1996 Magic World Champion at age 19 in August 1996. The young Australian weathered six rounds of competition in a field of 125 players representing 28 countries to become one of the Top 8 finishers, advancing to the single-elimination finals. After winning quarterfinal and semifinal matches, Chanpheng met 1995 World Championship semifinalist and 1995 U.S. National Champion Mark Justice in the final round of this grueling three-day event. Chanpheng defeated Justice 3–0 to win the 1996 Magic World Championships, a trophy, a one-of-a-kind 1996 World Champion Magic card, and \$26,000 in cash.

Now Chanpheng finds himself immortalized in the world's largest-selling copyrighted book. Surprised to hear of his record, Chanpheng stated, "I really didn't expect anything like this. Even during the Worlds tournament my highest anticipation was to finish in the Top 32. I think this kind of thing is possible for anyone." Now 20, Chanpheng is an undergraduate at Queensland University of Technology, where he studies biotechnology.

Envisioned by Englishman Sir Hugh Beaver, *The Guinness Book of World Records* was originally compiled by editors and statisticians Norris and Ross McWhirte as a reference guide for worldwide record achievements. *The Guinness Book of World Records* is published annually and available in 77 different countries and 38 languages.

Andon Releases 1998 Convention Calendar

Andon Unlimited, founded by Gary E. Smith and acquired by Wizards of the Coast in 1995, currently manages seven adventure gaming conventions across the country, including two of the largest shows in the nation (Gen Con Game Fair and Origins International Game Expo & Fair), as well as the adventure gaming industry's only trade show—the GAMA (Game Manufacturers Association) Trade Show.

Andon held their first convention, AndCon, in 1990 on the Kent State University campus. Started by dedicated enthusiasts of adventure gaming, AndCon doubled in size every year for the first three years to a total attendance of over 1,000.

In 1993, GAMA approached Andon to take over management of Origins after the show's worst year. Under the leadership of Gary E. Smith, attendance doubled the next year. Since Andon has managed Origins, the show has increased over 300 percent in attendance.

Listed at right are dates and locations for Andon's 1998 conventions. For exhibitor, advertiser, or attendee information on these shows, contact Andon Unlimited, Inc. at (614) 856-3976 (ext. 204).

Calendar

Winter Fantasy February 26-March 1 Rosemont, Illinois GAMA Trade Show April 2-5 Miami, Florida East Coast Game Faire May 8-10 East Rutherford, New Jersey **3-Rivers Game Fest** May 22-25 Pittsburgh, Pennsylvania Origins '98 July 2-5 Columbus, Ohio Gen Con '98 August 6-9 Milwaukee, Wisconsin AndCon '98 October 1998 Toledo, Ohio

The Rumor Mill

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Wizards News



by Mark Rosewater

Top 10 Match-Up

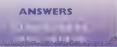
elow are the top ten oddest names for *Stronghold* playtest cards. See if you can match them with the final card names.

PLAYTEST CARDS

- 10) Fortress of Solitude
- 9) Not Me
- 8) Radar Jammer
- 7) Phantom Commando
- 6) Force Whammo
- 5) No Pain, No Gain
- 4) Population Boom
- 3) Scared Cat
- 2) Buddy System
- 1) Cattle Prod

STRONGHOLD CARDS

- a) Bullwhip
- b) Dream Prowler
- c) Duct Crawler
- d) Grave Pact
- e) Heat of Battle
- f) Mana Leak
- g) Mogg Flunkies
- h) Mogg Infestation
- i) Pursuit of Knowledge
- j) Rebound



Building the Stronghold

Here's a look at how a few cards from Stronghold mutated during development.

PLAYTEST VERSION Hungry Vampire 3BB Summon Vampire

0/0 Flying

Put three +1/+1 counters on Hungry Vampire when it is put into play. During upkeep, sacrifice a creature to put a +1/+1 counter on Hungry Vampire. If no creature is sacrificed, Hungry Vampire loses a +1/+1 counter. Only one creature may be sacrificed each upkeep.

RELEASED



While doing development on Mirage's Ravenous Vampire, I came up with this vampire variant, but it was put on hold in the "future release" bin. When we began looking for cards to represent members of the Weatherlight crew, this one seemed perfect for Crovax...except that Crovax's metamorphosis into a vampire didn't happen until Stronghold. So we delayed the card again and concentrated on beefing up his presence (it's no fun having wimpy heroes), dropping his casting cost by one colorless mana, adding another +1/+1 counter, and making his flying ability activated.

PLAYTEST VERSION Genesis

Sorcery Return each creature to its owner's hand.

200



The card was created as a Wrath of God–like effect for blue. In development, we decided that it would be much more beneficial as an instant, so blue players could keep mana available for countermagic and then use this card during their opponents' discard phases. We upped the cost of the card to keep it balanced.

Check out Crovax's latest transformation by Ron Spencer on this month's cover of The Duelist.

PLAYTEST VERSION Mask of the Mimic

Mask of the Mimic UU Enchant Creature When you play Mask of the

- Mimic, choose target creature other than enchanted creature.
- Enchanted creature has all characteristics of the targeted creature instead of its own characteristics.
- If the targeted creature leaves play, return Mask of the Mimic to owner's hand.

RELEASED



As we got further into development, we relearned an age-old **Magic** lesson: clones cause rules problems. Since the idea of this card was to turn a creature into a copy of a creature in play, we made it into an instant that sacrifices a creature and replaces it with a creature from your library that is identical to one already in play.



It's My Party...

by Phil Foglio

So. I get a call from The Duelist. "They want you to do something about Stronghold." What's the story line, I ask. "Damfino," they reply, "All they gave us was the name." So I call some of The Designers for information. No one calls me back. Well, if that's the way they want it, fine. Here's what I think Stronghold might be about.



There's this place called Stronghold. It's run by The Bad Guys. I'm guessing this because The Good Guys have a boat, and A Story needs Conflict.



Now, do they sneak in or boldly attack? Think. The place is called 'Stronghold' not 'Drive-Thru.' I'm guessing they sneak in, with lots of opportunities for funny disguises and/or cool ninja-type stuff. This would also add tension up until they're discovered and have to fight their way out. This gives you action!



Our Heroes either have to get past this place or get into it. Since this boat of theirs files, getting past it would seem to be too easy, even for Gerrard (Conflict, remember?), so they probably have to get Inside.



Naturally there's got to be a Badaes Villain in residence, or else it would be too easy, and Harrison Ford does not make movies about going to the Post Office unless there's 100 disgruntled mail carriers with Uzis marching in behind him. So-Badass Villain here.



Why bother? Treasure? Too frivolous. Get a Magic Item? This is not D & D. Probably to rescue someone. This gives you tension! Pathos! Show the Good Guys Dogooding. Who's the McGuffin? A child they met in town? A member of the crew who's been captured? One of their parents or a heretofore unrevealed love interest? Who cares? Charge!



And Finally, The Big Fight! Mano-a-Mano! Victory or Death! A minor character might die, but the Big Guns maintain their Marketing Possibilities (if one captive is a never-before-seen love interest, he or she is toast). But somebody is rescued, and there's a Dramatic Escape! Valuable Moral and Philosophical Insights are gained (just kidding)! Phil gets his phone calls returned!



Where the hell..



...did you get those cards?



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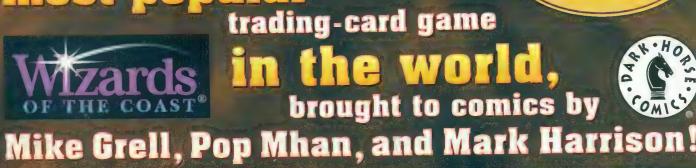


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MAGÍC. COMPENDIUM

Duelist Picks & Tricks

ttention! You are now entering the stronghold. All planeswalkers are required to cower in the presence of our lord, Volrath, and present their identification papers to the Mogg guard in customs area W. Thank you. You've followed our hearty adventurers into the heart of Volrath's demesne. You need the best Magic Rath has to offer if you're going to survive. To aid you in your travels outside Dominaria, here are some Stronghold and Tempest combos to astound the locals. And remember, the white zone is for loading and unloading only.

Bottomless Pit and Megrim

These two black Stronghold enchantments pack a powerful onetwo punch that should quickly make any Rath resident run in terror. Here's how to set up this horror. Tap 1 🗬 🗬 and cast Bottomless Pit. While in play, Bottomless Pit forces each player to discard a random card during his or her upkeep. Now, for another 2 @ cast Megrim, which deals 2 damage to any opponent who discards a card. Then sit back and watch your opponent's hand and life shrink every upkeep. Just be careful Bottomless Pit doesn't suck all of

your best cards down into the abyss.

Shifting Wall and Rolling Stones

Possibly one of the most efficient creatures in the game, Stronghold's Shifting Wall provides a oneto-one ratio of casting cost to power and toughness— Shifting Wall has a casting cost of X, which provides this 0/0 artifact

creature with 'X' +1/+1 counters when it comes into play. Unfortunately, like most walls, Shifting Wall can't attack. Enter Rolling Stones. This white *Stronghold* enchantment gives walls their walking—or perhaps rolling—papers. For 1 *, Rolling Stones permits all walls to attack as though they were not walls. So, pump up that Shifting Wall and get ready to rock and roll.

Invasion Plans and Lowland Basilisk

Here's a Rath twist to that old favoritethe Lured Basilisk. Invasion Plans is a red *Stronghold* enchantment that forces all available creatures to block an incoming attack. The catch is

that the attacker gets to choose how each creature blocks (assuming all blocks are



legal). To complete this combo, *Stronghold* also offers a Basilisk to use with your Invasion Plans. Lowland Basilisk is a cheaper, leaner cousin to *Fifth Edition*'s Thicket Basilisk. For only 2 • you get a 1/3 Basilisk that will destroy any creature it damages in combat. So, with Invasion Plans in play, attack with your green swarm and have all your opponent's creatures block the Basilisk. Not only will you get a horde of damage through, but you get to choose which of your opponent's creatures will die. To add insult to injury, cast Giant Growth on the Basilisk and destroy three more creatures for only talk about mana efficient. And you thought green wasn't good at creature removal.

Scapegoat and Winds of Rath

The downside of casting global destruction cards like

Tempest's Winds of Rath or its cousin Wrath

of God is that you lose all your creatures at the same time your opponent loses his or her creatures. What you need is a scapegoat, and now you have one. Scapegoat from *Stronghold* is a white instant that lets you sacrifice one creature to return any number of your creatures back to your

hand. So, cast that Winds of Rath, and then respond to it by casting Scapegoat. Sacrifice one creature you can afford to lose to pull the rest back to safety. On your next turn, you can begin to rebuild your forces while your opponent mourns.

Crovax the Cursed and Spirit Mirror

Crovax has been cursed to be a vampire, which is good



news for players who favor black. For 2 ?? this legendary vampire gets four +1/+1 counters and the potential for flight. The kicker is that if you sacrifice a creature to Crovax during upkeep, he gets stronger. The drawback is that you must feed Crovax during upkeep or he gets weaker. To keep Crovax happy and strong we suggest Spirit Mirror. This white Tempest enchantment creates a Reflection token (a 2/2 white creature) during upkeep every turn there are

no Reflection tokens in play. So with Spirit Mirror in play, the insatiable Crovax will have an unending supply of entrées.

Maze of Shadows and Dauthi Trapper

When Tempest introduced creatures with shadow, Magic designers also gave players Maze of Shadows to help stop these deadly creatures. As a land, Maze of Shadows can be added to any deck and can be tapped to untap an attacking creature with shadow, forcing it to neither deal nor receive damage in combat. This is great for creatures with shadow, but with Maze of Ith no longer in the Standard environment, what do you do about other big nasties? Now you can use Dauthi Trapper, a 1/1 Stronghold creature, to

give other creatures the shadow ability. Simply tap the Trapper and target a big attacker, then tap the Maze to completely negate that attack. Yes, you've given your opponent a big blocker, but you can always use a second Trapper to give shadow to your biggest, nastiest creature and then attack. Hoo yah!

Conviction and Fugitive Druid

At 3/2, Tempest's Fugitive Druid is no Erhnam Djinn (not that I've met Ernie, mind you), but when combined with Stronghold's Conviction, which provides an additional +1/+3, Fugitive Druid becomes a 4/5 powerhouse. Even better than that, when you cast creature enchantments (like Conviction) on Fugitive Druid, you get to draw a card, and for a cost of only *, you can return Conviction to your hand. So, at the end of your opponent's turn, tap a Plains and pull Conviction back to your hand. On your turn, cast it again and draw another card. Not only can you keep attacking for 4 damage, you get an extra card every turn. Look out Ernie, the Fugitive is on the loose.

"Picks & Tricks" was compiled by Will McDermott, with contributions from William Jockusch, Mark Rosewater, and Henry Stern.



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ante. Winner talea ²⁴In my store, we play for fun. You know what fun is? Winning!²⁹ "Hammer" Regnier

filmer Cy Bereipie

any people have asked why we've stopped printing ante cards. The official response is that there are gambling concerns when cards permanently change ownership. But the real reason has more to da with the temperament of the Magic R&D team. Gamblers at heart, the members of R&D started making the ante cards a little too competitive.

Dominian Chronicles

The Lurker's Guide to the Stronghold

hile the stronghold's monstrous, looming form strikes fear and respect into the teeming Moggs, il, and other denizens that call it home, this cannot compare to the fear generated by the diminutive form of its ruler-Volrath. A mere six feet tall, Volrath appears slight compared to Greven il-Vec, and from first impressions it's hard to imagine how this smaller figure could control his lieutenant at all, let alone dominate him. A closer look. however, shows the stride of a person with absolute belief in himself, a self confidence bordering on arrogance that can only be born within the security of power.

It is this same arrogance that makes Volrath play with his enemies. He allows the Weatherlight to dock close to the strategic heart of the stronghold, ensuring that only minimal and meticulously planned resistance will slow their ascent to his presence. Why would he allow his worst enemies into his base of operations? In this case, it's because he wants to personally snatch the final parts of the Legacy as he watches the life melt from Gerrard's eyes.

So let's follow on the heels of Gerrard and Co. and take a look at some of the more vital parts of the stronghold.

The Map Room

This cavernous chamber is ringed with row upon row of benches, all facing toward a large brass-plated mechanism



at the center of the room. Within the mechanism sits a pool of white crystalline liquid veined with swirling blue. This liquid has been "taught" to display a map of Dominaria. When activated, it blossoms up into a sphere and areas of it condense into a deep blue to display land masses against the sphere's silvery white surface. The map is surprisingly detailed, and can be further enhanced, zooming in and flattening to a disc to show detailed landscapes. It is, in fact, capable of showing individual buildings and troop movements as they occur.

The ceiling mechanism houses several black coils made of the same mimetic metal as Greven's spine. These coils are able to curl down around the globe, simulating Mercator lines and measurements, as well as writing and anything else needed to explain the evincar's plans to gathered generals. While the generals would be seated in the four rows closest to the map, there is an outer ring distinctly set apart for the footsoldiers to gather if a larger assembly is required. It is worth noting that the room appears to be almost unused and is practically spotless, which suggests that the lessthan-hygienic Moggs are not allowed entry to the chamber.

The Prisons and the Labs

Volrath considers prisoners to be raw material for his loathsome tests, so it is no surprise that the prison block and the laboratories are housed in the same building. The prison is more than a collection of

mundane cells: Many of the chambers are fitted with devices to torture their occupants as well as restrain them. This torture is sometimes physical, but always psychological. Many of the cells are custom fitted, like Karn's, which has a flowstone floor programmed to tilt randomly and frequently. Filling the chamber with Moggs ensured that Karn would crush a living being with each tilt of the floor, forcing him to break his vow to never again harm a living being. Tahngarth's chamber struck him with a magical energy that slowly mutated his beloved form. While Tahngarth assumed he'd merely been disfigured for the sheer spite of it, in truth he was undergoing the first process to toughen him up before he went under a Thrull surgeon's knife and gained several enhancements (including a new spine) so that he could become a faithful first mate for Greven.

by Pato Venters

Volrath's personal operating theater is set up so that a large audience can watch the experiments, which are designed either to "improve" the subjects



or simply to mutilate them and measure their reactions for future reference. Ultimately, Volrath works towards the transcendence of the flesh, his own form being a perfect example of such engineering.

Chances are that Slivers, Spikes, and Licids were first created here (or at least adapted from a more benign species). The Moggs were first adapted from normal goblins within this chamber, and an enforced breeding program has brought the Mogg numbers up to the multitude that exists today.

The Dream Halls

These halls are a relatively recent addition to the stronghold. Created by Volrath, they reflect his preoccupation with himself and his belief that his destiny lies beyond Rath-

the Legacy artifacts the key to total victory.

The Dream Halls house physical manifestations of Volrath's unconscious: his memories of the past, his desires for the future. He often

goes to the halls to examine the events of his past (colored with his own perspective) and to run through events he wishes to play out in the future. This ability allows him to meticulously calculate encounters and events, so it is highly likely that he had rehearsed his encounter with Gerrard in exactly the same fashion as it actually occurred. It is anyone's guess if the real thing worked out as Volrath planned.

Physically, the halls are massiveyou could easily park a couple of Predator-sized ships within-and filled with translucent mists that engulf a single wide walkway that stretches the length of the room. Above, running along the ceiling, is the monstrous, arachnid-shaped dream machine that maintains the images plucked from Volrath's mind. Dream catchers are lowered from this machine, and each holds and preserves a single memory.

When lowered to the walkway, it is possible to step within a catcher and become totally immersed in the scene within. As Gerrard passes through the halls, he sees the dreams held in a few catchers that have been lowered to his level. Knowing Volrath, the dreams that Gerrard saw were only those that Volrath wished him to see.

The Evincar's Quarters

Of all of Volrath's sanctums, there is one that Gerrard did not find: the evincar's personal quarters. Few have ever seen the interior of these chambers, and to many who work in the stronghold, the exact location of the rooms are a matter of speculation.

The quarters are not merely Volrath's sanctum; they house those machines that Volrath does not trust anyone else to operate. Among them

is the machine that can monitor activities almost anywhere on the plane, allowing Volrath to stretch his control over flowstone to every corner of Rath. Additionally

there exists a machine that monitors the planar barrier that enwraps Rath, which is the only device known that can accurately predict where new breeches into Dominaria will occura process that almost everyone else believes to be random.

Rumors persist that a small planar portal resides within the chambers for the evincar's personal use. Whether it can lead to multiple planes, or just one, is pure speculation.

Moving On

The stronghold was brought to you by many creative minds working feverishly to develop and redefine the clichéd notion of "the villain's fortress." We hope you enjoyed your visit. Be thankful, you get to leave

Pete Venters is currently locked away painting more cards. Unfortunately the light in his dungeon cell is provided by a luminescent Licid with a bad attitude and even worse toilet training.

Dominian <continuity@wizards.com>

It you have any transform already analism or record fibrary in Deminia (no rules questions, please), could skew to constrainty (I visuals com>, Though me context mapping in participation (white utily, we will play a sciention of the most common questions (and the exceptional oddity) to another we share a segme

Why do you know changing the quoto on the Llanowar Ehras cord? In early editions, the quote read "Whenever the Lianowar Elvus gather the Fruit of their forest, they leave one plant of each type untouched, considering that nature's portion." In Fourth Edition it was "Hardened by their life in the hounted Lianowar Farost, these fierce beings are outcasts among elvenkind." By the time Fifth Edition came out, it was "one bone broken for every twig snapped underfoot."

Both the original text and the filth Edition text are accurate-shey are simply facets of the Lianowar. The elient towart stature with resonance and their bome is a substant fram bumana who regularly defile the land with their constructions. Subsequently they treat tryspassers very harshly-to there a presi is more important than a human.

for Fourth Edition, the true-bugging text from early editions just didn't seen to lis with the maner-thanznerage-looking ell, but erken all flasor tent was reviewed for Filth Edition, we realized the nesser text was simply minisating both of these statements are aphilism from the sheeed sheet point of an ignorant tranpasser. --- P.Y.



Deck Clinic

by Henry Stern and Mike Elliott

Vada Bass of Eimhurst, Illinois sent in the following Auratog–Femeref Enchantress deck for a general tuneup. Vada claims the deck is "missing some power," even with its potent card-drawing capabilities. Although this is a clinic and not an auto shop, Doctors Stern and Elliott (a new member of the clinic staff) took a look "under the hood" of Vada's deck and performed a power bypass.

If you'd like us to consider your deck for "Deck Clinic," just send a list of what's in your deck along with a brief description of its ailment to: Deck Clinic, c/o The Duelist, P.O. Box 707, Renton, WA 98057, or to <duelist@wizards.com>.

HENRY

Auratog...I remember during *Tempest* development, one designer (who shall remain nameless) referred to it as the

"Pathetatog." This name was quickly expunged, however, when a member of the Development team built an Auratog deck that did pretty well in playtest. The nameless R&D member was suitably impressed.

This month's deck is a decent attempt to make an Auratog deck. I liked many of the creatures in the original deck; its problem was in the choice of enchantments. For the most part, the original deck relied on local creature enchantments to feed the Auratogs and thus trigger the card-drawing ability of Femeref Enchantresses. The problem with this strategy is an issue that plagues all local enchantments-they sim-

ply are not efficient cards. Local enchantments tend to be unplayable in competitive constructed decks for two readepend on having a creature in play on which to put them. If your initial draw contains only enchantments you're in a lot of trouble. Later in the game, if your opponent wipes out your creature base (say, with a Wrath of God), you may draw enchantments and have no creatures on which to play them.

Second, and more importantly, even when you do find a creature to enchant, that enchantment simply makes the creature more satisfying for your opponent to destroy. One Terror will take out two cards instead of one, putting you in a position of card disadvantage, which is simply unacceptable. Card disadvantage is the main reason local enchantments are rarely seen in tournament decks.

The key to improving this deck, while staying within the Auratog-Enchantress theme, is to use quality global enchantments. Aura of Silence is an easy choice. This versatile spell serves double duty. Aura makes it much more difficult for your opponent to cast artifacts and enchantments. Then, if he or she does manage to cast an artifact or enchantment, you can sacrifice Aura of Silence to remove it. It's like a Disenchant that sits around daring your opponent to cast something useful. Another good Weatherlight global enchantment is Angelic Renewal, since it can be used to save your best creatures. Field of Souls is a very powerful Tempest card, but with its higher casting cost there is only room for one in the deck. Pacifism and Spirit Link may not be the best creature-control spells in the game, but since they are

GREEN (29) 3 Briar Shield 3 Eladamri's Vineyard 3 Femeref Enchantress 3 Frog Tongue 3 Fugitive Druid 2 Gaea's Blessing 2 Nurturing Licid 3 Rootwalla 4 Skyshroud Elf 3 Wall of Roots

> WHITE (13) 3 Auratog 3 Disenchant 3 Flickering Ward 4 Soltari Foot Soldier

LAND (18)

I Ancient Tomb 4 Forest Gemstone Mine 4 Plains 2 Reflecting Pool

3 Undiscovered Paradise

enchantments, both are well worth playing here.

In green, I was surprised the original deck did not have Armor of Thorns, as this is one of the few local enchantments worth playing. Remember, even if you cast it as an instant, Armor of Thorns still counts as an enchantment for the purposes of both the Auratog and the Enchantress, I also added Preferred Selection to help you get through land clumps quickly. I came close to putting one Recycle in the deck, but it doesn't combine well with Preferred Selection. However, if you're feeling a bit nutty....

In addition to changing the enchantment base, I changed a few of the creatures. Since the new deck doesn't use many local enchantments, Fugitive Druid no longer makes much sense. Also, there are better offensive threats than Soltari Foot Soldier and Rootwalla. The new creatures are all good offensive-threat cards by themselves. Soltari Monk and Soltari Priest are both good in general and great if your opponent is playing either red or black. Elvish Archers can block the various Black Knight creature types and makes a good target for Armor of Thorns. Jolrael's Centaur is the best "untargetable" creature in the game, and Maro is a huge threat card.

Finally, to round out the deck a little, I added one Armageddon and one Hurricane. These spells are so good it's almost impossible not to play with them in a green/ white deck. Just having the threat of casting an Armageddon or Hurricane makes adding one of each to your deck well worth it.

No sideboard was provided with the original deck, but if I were to build one, I would

sons. First, local enchantments

look for enchantment-based color hosers like Light of Day or the various Circles of Protection.

MIKE

ne big problem with creature enchantments is you leave yourself open to card disadvantage situations. Nothing is more annoying than a creature getting destroyed as you cast an enchantment on it, or a creature with two enchantments on it being taken out by a Terror (a three-for-one card loss). To compensate for this, you need some way to recover from card losses if you play a deck heavy with enchantments.

Enter Femeref Enchantress, which allows you to draw cards to replace enchantments that go to the graveyard from play. Still, it's a tough world out there, and bad things can happen. So you don't want to go "hog wild" with enchantments, especially creature enchantments. Your Femeref Enchantress can get bolted, fall prey to a Nekrataal, or sit undrawn in your deck, so your cards must stand on their own. You need contingency plans for games in which you don't draw the Enchantress or it gets destroyed.

Auratog is the key contingency card in this deck. It provides an additional use for several cards that would otherwise be somewhat marginal (like Pacifism and Spirit Link), and works well with or without the Enchantress. A Spirit Link on an Auratog provides a double threat. If your opponent uses a creature to block the Auratog's attack, you can sacrifice Spirit Link to give the Auratog a +2/+2boost to help it survive combat and destroy the blocker. If your opponent does not block, you get a 2-point life swing every turn.

Pacifism, another card marginally useful in most cases, actually has high play value in this deck. Use it to neutralize an opponent's creature. If Pacifism gets destroyed, you hope to replace it with another card via Femeref Enchantress. In addition, Pacifism can help finish an opponent when used with Auratog. Cast Pacifism on a potential blocker then attack with the Auratog. The defending creature can't block. After blocking is declared, you can sacrifice Pacifism to deal that fatal extra 2 damage.

To fit in with the general Auratog/Enchantress theme of the deck, I replaced Disenchant with Aura of Silence. Sure, it costs one more mana, but it is hugely annoying for most opponents, and it may let vou draw a card when it leaves play or provide food for your hungry Auratog. I also added Earthcraft, which allows a little more mana generation and can also be food for your Auratog.

In addition to the enchantment combos, I added a couple more threat cards. Although Fugitive Druid's ability can be nice, it just doesn't have the base stats to justify its place in the deck. Crazed Armodon and Maro provide some beef for a deck that was a little deficient on big guys (plus, Crazed Armodon can be a nice finisher). Lhurgoyf and Nature's Resurgence provide a way to recover from catastrophic effects such as a Nevinyrral's Disk or Perish, and Overrun can be a game winner in the right situation.

The mana configuration of the original deck was somewhat anti-theme. The deck had Eladamri's Vineyard, but few ways to use the mana the Vineyard provided each turn, so it could easily burn you as often as it helped. Plus, the two green mana Vineyard

HENRYS DECK

2 Armor of Thorns

- 2 Elvish Archers
- **3 Femeref Enchantress** 1 Hurricane
- 3 Jolrael's Centaur
- 2 Maro

-

Site.

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- **2** Preferred Selection
- I Uktabi Orangutan 3 Wall of Roots

- 2 Angelic Renewal
- 1 Armageddon
- 3 Aura of Silence

2 Auratog

MIKE'S DECK

3 Birds of Paradise
3 Briar Shield
I Crazed Armodon
I Earthcraft
3 Femeref Enchantress
2 Lhurgoyf
4 Llanowar Elves
I Maro 1, 19 22 ;
1 Nature's Resurgence
1 Overrun
2 Quirion Ranger
I Uktabi Orangutan
The second se
2 Armageddon
2 Aura of Silence
4 Auratog
3 Flickering Ward
3 Pacifism
2 Spirit Link
I Wrath of God

gives your opponent isn't

she may be able to cast large

creatures and artifacts much

ors, Skyshroud Elf is just not

replaced it with Birds of Par-

adise. The same problem is

true for Wall of Roots.

worth the extra mana to cast. I

Llanowar Elves just comes out

faster. Granted, Wall of Roots

has defensive potential against

cost makes the card less inter-

esting in this deck. Since the

deck has very few high-cost

spells, you can get away with a

some decks, but the higher

earlier.

5 Forest

2 Disenchant

2 Pacifism

t Field of Souls

2 Soltari Monk

2 Soltari Priest

I Spirit Link

4 Brushland

2 Ouicksand

2 Reflecting Pool

2 Undiscovered Paradise

6 Forest

Plains

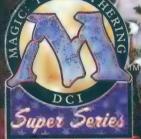
- **4** Gemstone Mine
- **3** Plains
- 4 Reflecting Pool
- **3 Undiscovered Paradise**
- I Angelic Renewal
- I Aura of Silence
- 2 Choke
- 2 City of Solitude 2 Disenchant
- 2 Hurricane
- **J Phyrexian Furnace**
- 2 Uktabi Orangutan
- 2 Whirling Dervish

somewhat lower amount of always a drawback, since he or mana. In fact, I've taken advantage of the low mana configuration to play manadenial cards that impact oppo-When only playing two colnents, such as Armageddon.

> The original deck didn't have a sideboard. The sideboard I added contains cards to deal with blue control decks, other enchantmentheavy decks, and black decks. I also added a few other cards like Phyrexian Furnace and Angelic Renewal to deal with Living Death decks, which are gaining popularity.

As licensed deck doctors, Henry and Mike are often invited to test new "productivity" software programs, such as Starcraft.

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Magic Rulings and Errata by Beth Moursund

Beth Moursund has graciously accepted the position of Magic rules coordinator at Wizards of the Coast. As the only person on Earth who knows the rules as well as Tom Wylie, BethMo is a natural choice to replace Tom as the "keeper of the rules." And don't worry about Tom. He's being kept very busy in Wizards' R&D dungeon.

GENERAL RULES

I) Page 35 of the *Fifth Edition* rulebook states that all continuous abilities are applied in the order they came into play. This isn't completely correct. As a general guideline, if an effect depends on some characteristic, you must first evaluate anything that might change that characteristic, unless doing so forms a loop. When effects of any kind conflict or when dependencies form a loop, the order in which continuous abilities were played decides the order in which their effect(s) are applied.

For example, Kormus Bell turns all swamps into creatures, even lands that become swamps after it's played. Crusade gives +1/+1 to all white creatures, even those that become white or creatures after Crusade is played. Similarly, Humility turns all creatures into 1/1 creatures with no special abilities, even those that become creatures after Humility is played. (Other power- and toughnessaltering abilities played after Humility still apply as usual.)

2) To determine a creature's current power and toughness:

a) Start with its base power and toughness. This is usually printed in the bottom right corner of the card, but can also be set by the effect that created the creature (see errata I below).

b) Apply pluses and minuses from all counters.

c) Apply all other effects. For example, a Grizzly Bear with a +1/+1 counter that's been targeted with Blood Lust is 7/1, not 7/2. Note that effects that set a creature's power and toughness to specific values are applied after counters; the counters aren't applied again after other modifying effects resolve. For example, Unstable Mutation can't destroy a creature while Humility is in play, because Humility always sets the creature's toughness to 1 after the Unstable Mutation's counters are applied.

 To determine a spell or ability's total cost:

a) If it's a spell, start with its casting cost. If it's an activated ability, start with its base activation cost. b) Apply all cost increases. These include extra costs called for in the spell or ability's text box (such as buyback costs) as well as increases imposed by other effects (Gloom, Kaervek's Torch, etc.).

c) Apply all cost reductions. These include effects of cards such as Helm of Awakening, the Medallions, and Power Artifact. Note: This reverses some old rulings that prevented effects from reducing certain costs.

Abilities that enable you to play a spell or ability without paying its casting cost or activation cost do not eliminate additional costs—those must still be payed. For example, playing Counterspell on Kaervek's Torch while you have a Sapphire Medallion in play costs a total of 1 • •; playing a White Knight with both Aluren and Gloom in play costs 3. (Remember, though, abilities enabling you to put a permanent into play instead of playing it bypass all costs required to play it.)

4) There is no longer a "between turns" step.

This ruling affects Time Vault. See the errata on Time Vault below.

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5) Abilities that trigger when a source assigns damage will retrigger if that damage is redirected, even if the source itself wasn't responsible for the redirection.

For example, if Kookus is blocked by a 2/2 Zhalfirin Crusader, Justice will deal 3 damage after the initial damage assignment. If the Crusader's ability isn't used, 1 damage will "trample over," causing Justice to deal 1 additional damage. If Crusader uses its ability and redirects all 3 damage, Justice will deal 3 more damage.

6) When an ability is played, it creates a "pseudo-spell." The pseudospell's characteristics, which are the same as the characteristics of its source, are set when the ability is played, as are its controller and (if its source is an enchantment) what it's enchanting. The pseudo-spell is completely independent of its source and is unaffected by later changes to it.

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A permanent's "leaves play" triggered abilities create pseudospells with characteristics based on the permanent just before it left play. A permanent's "comes into play" triggered abilities create pseudo-spells with characteristics based on the card or token-creating ability and the associated permanent type. If a card refers to itself by name, its "identity" is also recorded.

Pseudo-spells resolve just like spells. A psuedo-spell checks the current characteristics of a permanent the first time during resolution it needs to know anything about that permanent. Triggered abilities check the current game state to decide which targets are legal; those targets are then rechecked at resolution.

For example, Kjeldoran Outpost's comes-into-play ability creates a "sacrifice a plains or sacrifice the card that created this effect" pseudo-spell. A Blood Moon in play will change the Outpost's name, but does not exempt the Outpost from the effect of its comes-into-play ability. The main consequence of this change is that when a permanent targets itself with an ability, it resolves exactly the same as when it targets another permanent.

7) If a continuous ability imposes a phase cost or phase ability on a particular permanent type, and a permanent stops being, and then returns to being, the affected type, that permanent doesn't gain a new, unpaid phase cost or ability. For example, during your upkeep you pay the cost imposed on a Frenetic Efreet by Pendrell Mists. If you then phase the Efreet out and cast Time and Tide to phase it back in, you don't need to pay the upkeep cost a second time. Moving a permanent out of play and back into play using Tawnos's Coffin or deanimating and reanimating an artifact follow the same rule.

> However, cards like Safe Haven or Cold Storage that treat the creature as newly played when it returns require another upkeep payment. In addition, if you pay the upkeep imposed from a Leeching Licid on one of your creatures (taking 1 damage) and the Licid's controller hops it off the creature and then back on, the cost must be paid again because it is considered a new ability. Using Crown of the Ages to move Wanderlust to a new creature works the same way.

8) When you play a spell or ability that has more than one mode, you choose the mode first, then make any other choices required for that mode. You do not make any other choices required for the spell or ability's other modes. For example, if you cast Ebony Charm and choose the mode that removes a creature from a graveyard, you can't also target a Skulking Ghost in play. The one exception to this is Fatal Lore, because a spell's controller always makes his or her choices before any other player. Thus, you announce Fatal Lore's targets before your opponent decides whether to have the spell bury those targets or let you draw cards, and a Skulking Ghost targeted by

Fatal Lore will bury itself, even if your opponent chooses the "you draw three cards" mode.



 The word "base" should appear before power and toughness on all spells and abilities that can turn a permanent into a creature. This means that (a) counters affect the creature, because they apply to the base value, and (b) reactivating the ability after a power- or toughness-altering effect no longer overwrites that effect.

For example, if an Assembly Worker blocks a creature with flanking, thereby getting -1/-1 until end of turn, playing the ability that makes the Mishra's Factory a 2/2 Assembly Worker won't reset its power and toughness.

2) Interdict's second sentence should read, "Activated abilities of that permanent cannot be played again this turn."

This means a permanent affected by Interdict can still use nonactivated abilities such as flanking or protection's damage reduction aspect.

 On the following cards, "target opponent" should read "an opponent": Cuombajj Witches, Cursed Scroll, Desperate Gambit, Echo Chamber, Fatal Lore, Forgotten Lore, Goblin Bomb, Intuition, Library of Lat-Nam, Nova Pentacle, Null Chamber, Phyrexian Grimoire, Phyrexian Portal, Preacher, Soul Echo, and Thran Tome.

If you have more than one opponent, you must still choose one of them when playing the spell or ability, just as before. But because this choice is not targeted, effects that prevent spells or abilities from targeting a player will not interfere with it. These errata also remove the problem some cards (such as Cursed Scroll) had with the rule prohibiting a spell or ability from targeting something more than once. 4) Time Vault's first activated ability should read "Skip your next turn: Untap Time Vault and put a time counter on it. Play this ability only if Time Vault is tapped and only once each turn."



- I) If you use an enchantment-moving ability (like Crown of the Ages) on a Licid while it's an enchantment, the Licid remains an enchantment—it doesn't change back to a creature and fall off. This is because the Licid's enchantment status is a temporary effect, not a permanent change. Moving enchantments resets only permanent changes, not temporary ones.
- 2) When Minion of the Wastes is about to come into play by any means other than being cast, you must choose an amount of life (just as you would choose a form for Primal Clay or a target for Clone) and pay it right before the Minion comes into play. Minion of the Wastes is like Primal Clay because both read, "When you play [this card], [do something]." If either of these cards made it into play without the "when-you-play" choice being made, some of the permanent's characteristics would be undefined. These creatures differ from a creature like Krakilin, whose characteristics all have defined values.
- 3) Reversal: Global effects that change one land type to another overwrite all of a card's current land types.

For example, Conversion turns Badlands into a plains, not a Badlands that counts as both a swamp and a plains.

4) The value of X in Endless Scream's text box is set when the spell is cast and does not revert to zero when the enchantment is in play, even though the @ mana in its casting cost becomes zero. Moving Endless Scream onto another creature doesn't change the value of X.



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Single-Card Strategies

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Canticle watched as the mechanical man

extended its hand in greeting. Uncertain about its motives, Canticle stepped back and cast a furtive glance into the shadows. Without warning, the mechanical creature hurtled towards the necromancer in a



shower of white-hot sparks.

low-cost instant capable of dealing damage during your turn or during your opponent's turn is an invaluable tool. Even the cost of sacrificing a creature doesn't diminish Fling's usefulness. This card's effect depends on the sacrificed creature's power, so getting the most out of Fling requires careful timing and planning. For example, use Blood Lust to significantly raise a creature's power. If your opponent opts to let the beast through rather than sacrifice a valuable defender, cast Fling after the Lusted creature smacks your opponent to double the damage, or better still, eliminate a troublesome defender as well as damaging your opponent. Giant Growth and Howl from Beyond can work just as well in multicolored decks.

Fling is also exceedingly useful when combined with creatures captured from your opponent with Legacy's Allure, Rootwater Matriarch, or Binding Grasp. This provides fuel for the spell without costing you a card, and prevents your opponent from recovering that creature. Alternately, use Fling on creatures like Ashen Ghoul that can return from the grave, or in conjunction with spells such as Disturbed Burial that recycle dead creatures.

On defense, Fling breaths new life into old creatures. Ironroot Treefolk, once simply an adequate blocker, can now block a creature and then be sacrificed to Fling to kill another unblocked creature. Or block a big creature with a band and then Fling one member of the band at the damaged attacker to finish it off.



"Theme Weavers" highlights decks that are light on strategy but heavy on theme. To submit a deck, send a card list and a short explanation to "Theme Weavers" c/o The Duelist, P.O. Box 707, Renton, WA 98057-0707, or to <duelist@wizards.com>. Include your name, address, and phone number for verification. Explanations may be edited for length or clarity.

THE MAGES GUILD

The Mages Guild represents the personnel and items found in a typical arcane institution. The deck includes mages, wizards, sorcerers, and witches, with Reveka, Wizard Savant as the head wizard and Hakim, Loreweaver in the chair of school master. Several imps represent the requisite familiars. Six books and tomes represent the guild research library. The deck also includes wands, amulets, scrolls, and an assortment of spells to represent the magical items and spells the mages use. Wizards' School and Ivory Tower depict the guild itself. —Jeffrey Laikam, Fortuna, California

MAGES

Reveka, Wizard Savant Hakim, Loreweaver **Apprentice Wizard** Balduvian Conjurer Cuombajj Witches **Daring Apprentice** Krovikan Elementalist Krovikan Sorcerer Magus of the Unseen Musician Ovinomancer **Prodigal Sorcerer** Sage of Lat-Nam **Shadow Guildmage** Shaper Guildmage Soldevi Machinist Soldevi Sage Sorceress Queen Suq'Ata Firewalker Thajakos Dreamsower

Thrull Wizard Tolarian Entrancer Vodalian Illusionist Vodalian Mage Zuran Enchanter Zuran Spellcaster FAMILIARS

FAMILIAN

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GROUNDS Island (10) Snow-Covered Island (5) Swamp (10) Snow-Covered Swamp (5)

DIAL 'M' FOR MAGIC

This Alfred Hitchcock deck is black, blue, and red to represent the sinister aspects, violent murders, and mind games and subterfuge prevalent in his stories. To set the mood, I included Fear, Terror, Panic, Misinformation, Greed, Endless Scream, Booby Trap, and Tendrils of Despair (which has artwork reminiscent of *Psycho*). To represent some of Hitchcock's movies, the deck has: Tombstone Stairwell (39 Steps), Tormod's Crypt (Family Plot), Steal Artifact (To Catch a Thief), Blood Frenzy (Frenzy), Mystic Compass (North by Northwest), Braingeyser (The Man Who Knew Too Much), Vertigo (Vertigo), and Bay Falcon and Storm Crow (The Birds). In addi-

tion, Colossus of Sardia represents the Statue of Liberty from the climactic scene in *Saboteur*, Telethopter and the four Clay Statues represent the cropduster and the heads of Mount Rushmore from *North by Northwest*, and Silhouette pays homage to Hitchcock's famous profile.

> —Steve Earth, Seattle, Washington

Black Vice Blood Frenzy Booby Trap Braingeyser Endless Scream Fear Gloom Greed Misinformation Mystic Compass Panic Propaganda Silhouette Spell Blast Steal Artifact

SPELLS/ARTIFACTS

Tendrils of Despair Terror Time Bomb Tombstone Stairwell Tormod's Crypt Twitch Vanishing Vertigo

CREATURES

Bay Falcon

Black Carriage

Clay Statue (4)

Colossus of Sardia

Dauthi Slayer (4)

Ebon Praetor

Lost Soul Orcish Spy (2) Pit Scorpion Starke of Rath Storm Crow Stromgald Spy (2) Sug'Ata Assassin (2) Telethopter

LANDS

Gemstone Mine (4) Island (6) Mountain (2) Sulfurous Springs (2) Swamp (10) Underground River (2)

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Valid as of February 1, 1998

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Any ante card contained in any newly released card set Amulet of Quoz **Bronze Tablet** Channel Chaos Orh **Contract from Below** Darkpact **Demonic Attorney Divine Intervention Falling Star leweled Bird** Mind Twist Rebirth Shahrazad **Tempest Efreet** Timmerian Fiends

CLASSIC (TYPE I)

RESTRICTED Ancestral Recall Balance Berserk Black Lotus **Black Vise** Braingeyser **Demonic Tutor** Fastbond Fork Ivory Tower Library of Alexandria Maze of Ith Mirror Universe **Mox Emerald** Mox jet Mox Pearl **Mox Ruby Mox Sapphire** Recall Regrowth Sol Ring **Strip Mine** Time Walk Timetwister **Underworld Dreams** Wheel of Fortune

CLASSIC-RESTRICTED (TYPE 1.5) BANNED

Any ante card contained in any newly released card set Amulet of Quoz **Ancestral Recall** Balance Berserk **Black Lotus Black Vise** Braingeyser **Bronze Tablet** Candelabra of Tawnos Channel Chaos Orb **Contract from Below Copy Artifact** Darkpact **Demonic Attorney Demonic Tutor Divine Intervention Falling Star** Fastbond

Fork Ivory Tower Jeweled Bird Library of Alexandria Maze of Ith Mind Twist

Feldon's Cane

Mirror Universe Mishra's Workshop **Mox Emerald** Mox Jet Mox Pearl Mox Ruby **Mox Sapphire** Rebirth Recall Regrowth Shahrazad **Sol Ring** Strip Mine Tempest Efreet **Time Walk** Timetwister **Timmerian Fiends Underworld** Dreams Wheel of Fortune Zuran Orb

EXTENDED BANNED

Any cards from the following limited-edition expansion and basic sets are banned unless they are reprinted in a legal set, limited or otherwise: Alpha Beta Arabian Nights Antiquities Legends Unlimited

The following individual cards are also banned in Extended format: Balance **Black Vise** Braingeyser Channel **Demonic Tutor** Fastbond **Hypnotic Specter Ivory Tower** Kird Ape Mana Crypt Maze of Ith **Mind Twist** Regrowth Serendib Efreet Sol Ring **Strip Mine** Wheel of Fortune Zuran Orb

STANDARD (TYPE II) BANNED

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WHat HAppEneD to My RAtinG?

ave you gone online recently to check your official DCI player rating, only to be surprised at the result? Have you noticed some variation in your rating you were not expecting? Has the DCI mistaken you for your long-lost evil twin? Probably not. The more likely answer is that the DCI player's organization is currently performing routine maintenance on its membership records, and combining the membership numbers of thousands of DCI members who mistakenly acquired multiple membership numbers.

This process can cause noticeable variations, even in an inactive player's official rating. The membership number combination procedure first identifies multiple Personal Identification Numbers (PIN another word for your

DCI membership number) for the same member, removes all but one duplicate record from the system, and combines all match records into one match history. The DCI retains previous PINs in the member's PIN history, which allows the ratings database to process any future matches that use the previous PIN. If this process combines the match history of a given member's previous opponents, those opponents' ratings will be updated at the start of the match records. This changes the win percentage in the official ratings calculation.

The result is variations in ratings for any member, whether active or inactive, who is either the object of a membership number combination or whose match history contains an opponent whose membership records have been combined. The process that calculates member ratings runs through all the DCI members' match histories each time ratings are processed.

The DCI recently upgraded its Organized Play database, which calculates the official DCI ratings and rankings, permitting the DCI Records Management team to resolve these duplicate membership records using a faster bulk process. Over the course of 1997, the team identified as many as 3,000 individuals with multiple membership

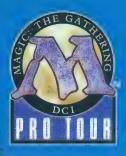
> numbers. After the completion of this bulk process, sometime in early February, the official ratings will be even more accurate and stable.

The DCI Policy team recently re-asserted its position that it is against DCI policy for a mem-

ber to have more than one membership number. Any DCI member who is aware that he or she has more than one PIN should contact DCI via email or phone so that the records can be updated. A member who desires to participate in DCI-sanctioned tournaments but has misplaced his or her membership card should contact a tournament coordinator who can reference the Arena/DCI Membership list to locate the member's previous PIN. Members with existing PINs should avoid signing up for new membership numbers, and should be aware that DCI and Arena membership numbers are interchangeable-you do not need a separate PIN to participate in both programs.

by Jason Burl, Briminn Calif, and Andrew Finch





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4.		9	(wheelbarrow)						
5	(mirror)	10	(wooden wheel)						

ENLIGHTENED TUTOR

by Robert Hahn



Sun Tzu's The Art of War, a classic work written over two thousand years ago, remains possibly the most prestigious and influential book on military strategy ever written. This is the second part of a bi-monthly series of excerpts from an ongoing work titled Tournoment Magic and The Art of War, wherein Sun Tzu's lessons are applied to the game of Magic.

The Art of Magic: Part Two

Strategic Advantage on the Magic Battlefield

n part one of this series, I discussed the importance of preparation on three levels: the metagame, your deck, and your skill as a player. I now turn to an enlightening discussion of battle and tactical advantage. According to the tenets of Sun Tzu, there are three main points to consider when going into battle: deception, speed, and resource management.

THE ART OF DECEPTION

A military operation involves deception. Even though you are competent, appear to be incompetent. Though effective, appear to be ineffective.... Attack when they are unprepared, make your move when they do not expect it.

-Sun Tzu, The Art of War

First of all, cheating is not deception—it's just cheating. Unfortunately, in a tournament setting, some players seem to forget there is a difference between honorable deception and detestable cheating. Even though the strategies of warfare may apply, Magic is still a game with rules, and violating those rules is not military intelligence, it's simply cheating.

So, how do you apply the art of deception to the game of Magic? In part one, I discussed how to use body language and card placement to telegraph vulnerability, thus providing cues to make your opponent play the way you want. Here, I will briefly explore the second part of Sun Tzu's statement: "Make your move when they do not expect it."

Any attack, whether creature based or spell based, extends your resources and thus often provides a gap for a counterstrike. For example, suppose I attack with my three 4/4 creatures against your little 2/2 blocker. Instead of blocking, you take 12 damage and I am overjoyed—until you Incinerate me twice during my discard phase, untap, cast Endless Scream on your little 2/2 critter, and kill me. I died, in part, because I attacked precisely when you expected me to attack and in a way that provided an opening for you.

Now suppose I was holding a Benalish Knight, which can be cast at instant speed. Then my attack is calculated precisely to bring about that counterattack—to get you to commit your resources to attacking so I can neutralize a threat and achieve even greater advantage. You expected me to do X (attack all out), I expected you to do Y in response (counterattack for the kill), but I have Z (an unexpected

blocker) prepared for that response.

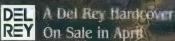
The same calculation also applies to defense. You attack with 1/1 Llanowar Elves, I block with my 3/3 Trained Armodon, you Giant Growth the Elves, and I cry. In this case, you carried the calculation to X, then Y, and on to Z, but I only went to Y.

In every situation, it is critical to consider the X, the Y, and the Z. More advanced

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Because the greatest evil of all has only begun to fight!

players look several moves into the future, anticipate responses, and prepare surprises. Experienced players should be able to do the XYZ calculus in any situation. This is deception used for tactical advantage—hiding your strength, opening only the gaps you want opened, and striking when and where your opponent won't expect an attack.

SPEED: ADVANTAGE OR NECESSITY

...I have heard of military operations that were clumsy but swift, but I have never seen one that was skillful and lasted a long time. —Sun Tzu

Speed is not merely an advantage for a tournament deck, it is an absolute necessity. Even if offense is merely an ancillary his or her threats. Prosperous Bloom is an example of such a deck.

RESOURCE MANAGEMENT: THE KEY TO SUCCESS

Those who use the military skillfully do not raise troops twice and do not provide food three times. By taking equipment from your own country but feeding off the enemy you can be sufficient in both arms and provisions. —Sun Tzu

Even though you don't need to raise "troops" or feed them in Magic, the overall lesson is clear: military victory depends heavily upon proper resource management. It is said amateurs talk about strategy, while professionals discuss supplies. I believe this analogy holds for Magic.

Speed is not merely an advantage for a tournament deck, it is an absolute necessity.

part of your overall strategy (as in a heavy control or lock deck), your "military operation" must be as fast as possible.

For example, everyone understands that a mono-red Sligh deck is clumsy but swift. Its sheer speed simply rolls over many opponents. On the other hand, few people understand that a blue/red CounterHammer deck is often just as swift. In many instances, the game is over by turn six (even if the opponent appears to be very far from dead) simply because the blue/red player has achieved a stable condition by using red removal and Nevinyrral's Disks, is now holding six counterspells, and has an Ophidian on the table. Defensive speed is still speed, as long as that defense is considered part of the "military operations" of the deck.

Thus, speed is a necessity for military operations—whether those operations involve bashing your opponent down or establishing iron-clad control over the battlefield. The key consideration, then, becomes what tactics you intend to use with the deck and how fast you can put those tactics into play. If turn four is the earliest you can remove a threat, then your deck should focus on removing your opponent by turn four rather than any of Amateur players talk about strategy what to do in a given situation with what's in hand. Professional players talk about resources—mana requirements, card advantage, and topdecking.

Anecdotal evidence from tournament players and judges suggests most matches are decided by mana problems of one form or another. Players don't draw enough land and lose, or draw too much of the wrong type of land and lose, or don't draw a needed color and lose. Henry Stern used statistical analysis when figuring out how much of what color mana to put into a deck. Yet, too many players simply add 24 lands to their decks—10 of each color and 4 special lands like Quicksand or Mishra's Factory—and leave it at that.

While there is no hard-and-fast rule for appropriate mana distribution, because every deck is different, it should be clear that no amount of wonderful strategy can overcome a lack of mana resources. Players who win consistently in tournaments overload their mana supplies to ensure they'll have adequate resources for their strategies.

Card advantage is another supply-based obsession of Magic professionals, whether

gained through drawing extra cards or through nullifying multiple opponent cards. The 187 creatures like Nekrataal and Uktabi Orangutan truly "feed off" the enemy, while card-drawing engines like Necropotence and Ophidian can quickly turn an even contest into something akin to a desert skirmish between Iraq and the United States. With the possible exception of Prosperous Bloom and Sligh, no single deck has won a major tournament in the modern era without some way of ensuring card advantage.

Finally, let's look at the oft-maligned term "topdecking"—finding a crucial card at a crucial moment in the duel. Most players consider topdecking a joke that proves **Magic** is still a game of luck. However, the best constructed decks are built to take maximum advantage of topdecking. If offense is your focus, don't put cards in your deck that won't aid the offense in some way. Let's say I will win next turn against a Sligh deck unless my opponent draws direct damage. The chances are better than average that this opponent will topdeck some kind of direct damage.

If defense is your focus, be sure you have adequate removal cards in the deck. I wouldn't be surprised if an opponent playing blue/white control topdecks a Wrath of God one turn before he or she is to die. This player probably has four Wraths in the deck but only one or two Disenchants. This construction takes maximum advantage of particular tactical situations, such as being faced with a horde of creatures.

CONCLUSION

In part one, we saw the importance of proper preparation: metagame, deck, and playing skill. If strategic advantage is gained through preparation in those areas, the next step is to gain tactical advantage by proper preparation for battle. You should be able to engage in tactical deception to expose weaknesses and throw an opponent off balance, mount your strategy (whether offensive or defensive) as fast as possible, and ensure you have adequate resources to carry out your strategy. In part three (*Duelist* #26), I will discuss the art of fighting. \P

Robert Hahn does not actually live in Tibet and hates to be called "guru," "sensai," or "master" (well, maybe "master"). In the flickering torch light, you follow the glint of cold steel. With assured stride, Madra the warrior leads the way, her cruel blade already drawn.



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DECK DECONSTRUCTION

by Beth "BethMo" Moursund



"I attack with 1,000 Pegasus tokens." Comments like this were first heard in tournaments last fall, to the consternation of opponents and the amazement of neighboring tables. Welcome to the world of Mesacraft (also known as "Death from Above").

Crafting a Horde

Mesacraft and Goblincraft

he idea of using Earthcraft and a non-tapping token generator to set up an endlessly repeatable loop seems to have independently sprung up in several places not too long after the release of the *Tempest* expansion. Initially, these decks hit like bombshells, surpassing everyone and winning more than their share of games just because no one was expecting the combination. Word quickly spread through the Net, but even as players learned how to defeat the combination, the loop decks evolved and became stronger.

LOOP THE LOOP

All Mesacraft decks use the same trick: Wild Growth on a Plains with Earthcraft and Sacred Mesa in play. With this combination in place, you can tap the Plains for mana, create a Wild Pegasus token, then use Earthcraft to tap the Pegasus and untap the Plains. Repeat this loop as many times as you wish, gaining one Pegasus each time. Next turn, attack with the whole herd, or in some versions, feed them through Altar of Dementia or

Goblin Bombardment to win the same turn.

If you're using red for Goblin Bombardment, you can also go with an all-Goblin version. The "Goblincraft" loop requires Goblin Warrens, Earthcraft, two Goblins, and three lands (two of them Mountains) to get started. Pay

Earth to Magic, come in, Magic.... In this reinterpretation of Earthcraft, illustrator Randy Gallegos promises he's got nothing up his sleeve.



three mana and sacrifice two Goblins to make three new Goblins; use Earthcraft to tap the three Goblins, untapping the three lands. Each cycle your Goblin population grows by one.

Players generally refer to these combinations as "infinite loops," but they're not actually infinite, just endlessly repeatable.

BUILDING A MESACRAFT DECK

No single version of Mesacraft has yet emerged as the standard archetype for the deck. There's lots of room for experimentation. Since the key to Mesacraft is a three-card combination, all versions of the deck start with four each of Earthcraft, Sacred Mesa, and Wild Growth. The rest of the cards in the deck fill three objectives:

- 1) Get the key cards into your hand.
- 2) Prevent your opponent from disrupting the combination.
- 3) Stay alive until you get it.

All of the combination cards are enchantments, so Enlightened Tutor is a shoo-in for the first objective. Nearly all Mesacraft decks include four of them. Besides those, you probably want two to six other library-manipulation cards. Sylvan Library, Mirri's Guile, and Scroll Rack each let you look deeper into your library to find the card you need. Some versions of the deck add a third color. Blue for Impulse or Intuition is most common, but we've also seen versions using black's Vampiric Tutor.

Green and white each have spells that pull lands from your library. This serves two purposes: it thins your deck, increasing your odds of drawing key cards, and gives you additional mana. Their shuffling effects also combine well with librarytop manipulation. Tithe and Harrow are favorites, but Veteran Explorer, Untamed Wilds, and Nature's Lore have also been used.

Many cards that hurt this deck are enchantments, so Disenchant, Aura of Silence, and/or Emerald Charm are essential. It's probably best to include two or three anti-enchantment spells in the main deck and more in the sideboard. On the turn you plan to attack, Abeyance or City of Solitude can prevent nasty surprises. Versions of the

Without honor, one can live many years. Without water, one can live three days.

Hot, arid winds blow from a land for beyond the Emerald Empire of Rokugan. Whispers on the wind tell tales. To some, it seems a land filled with adventure. To others, a desolate vision of mending pain.





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Mesacraft

A number of different people designed Mesacraft decks independently at about the same time, but this is the earliest example we found posted to the Net with a full tournament report. It was designed by Matthew Vienneau for a local tournament at 401 Convenience in Toronto. He called the deck "It's a Mesacre!"

- 4 Earthcraft
- 4 Sacred Mesa
- 4 Wild Growth
- 4 Enlightened Tutor
- 4 Wall of Roots
- 4 Abeyance
- 4 Gaea's Blessing
- 4 Tariff
- 2 Wrath of God
- 2 Disenchant
- I Humility
- I Puppet Strings
- **2 Preferred Selection**
- I Tithe
- 3 Grasslands
- 4 Brushland
- 3 Forest
- 8 Plains
- I City of Brass

Goblincraft

This deck was designed by Wizards' own Mons Johnson, who knows a fair bit about goblins...it was he who inspired the ubiquitous "Mons's Goblin Raiders" card.

- 4 Earthcraft
- I Emerald Charm
- | Fireball
- I Goblin Bombardment
- 4 Goblin Vandal
- I Goblin Scouts
- 4 Goblin Warrens
- 2 Granger Guildmage
- 2 Hammer of Bogardan
- 4 Incinerate
- 4 Keeper of Kookus
- 4 Mogg Fanatic
- 4 Mogg Raider
- 4 Suq'Ata Lancer
- 2 Vampiric Tutor
- **3 City of Brass**
- 2 Forest
- 2 Gemstone Mine 10 Mountain
- I Undiscovered Paradise

deck using blue usually include Ertai's Meddling and/or Memory Lapse as a defense against counterspells. Some players include Argivian Find or Elven Cache to retrieve cards opponents counter or destroy, and if you happen to draw two of the same enchantment early, you can cast one as bait to draw counterspells and enchantment destruction.

The third category contains spells to help you survive until you get the combination. Two favorites here are Wall of Roots and Wrath of God. Wall of Roots is cheap enough to cast on turn two, can hold off one attacking creature, and gives you another mana source. Most Mesacraft decks include four of them. Wrath of God is the ultimate creature reset button, priceless against any of the fast creature decks, so three or four in

the main deck are common. Many versions also include Skyshroud Elf or Quirion Ranger to help with mana, and some of these also add Winter Orb to disrupt an opponent's mana supply.

Speaking of mana, we can't forget the land. This deck doesn't need a lot of land; 20–22 is typical. You need plenty of Plains, since Earthcraft can only untap basic land. Most of your green mana can

be supplied by Brushlands, with just a few Forests. Grasslands can retrieve whichever type of land you need and thin your deck in the process. A few Undiscovered Paradises or Cities of Brass may help, too. If you're playing a three-color version, of course, you'll want more of the multi-mana lands or perhaps some two-color lands or fetchlands for your other color.

Finally, some players include Altar of Dementia, allowing them to win by library depletion as soon as they get the last card of the combination in place, rather than waiting until the next turn to attack. In a multicolor version, you can also use Goblin Bombardment for a faster kill.

PLAYING THE DECK

With perfect draws, you can complete your combination as early as turn three: cast Wild Growth on turn two, then tap the Growthed Plains and cast Wall of Roots. Use the Growthed Plains again on turn three to cast Earthcraft, then tap the Wall to untap the land. You now have five mana available, which is enough to cast Sacred Mesa and make your first Pegasus—and you're off.

Usually you'll find one or two parts of the combination (or a Tutor to go get them) early, but have to wait for the last piece. The hardest decision in these cases is when to cast your enchantments. If you cast them as soon as you draw them, you run the risk of facing enchantment destruction (or land destruction if you've cast Wild Growth). Even the perfect-draw case can be stopped by these. But if you wait until you can cast Abeyance or City of Solitude to do it all in one turn, you may wait a long while and your opponent will chew you up in the meantime. Against a fast deck, you need to be fast yourself, which usually means casting early. Against slower decks, you can afford to play more cautiously—but if you play cautiously against a blue opponent, you may give him or her the time needed to build up a good mana supply and a handful of counterspells, stopping you cold when you finally make your move.

If you find yourself with a lot of mana sources in play but no Earthcraft or Wild Growth, you may be able to win with just Sacred Mesa by pumping out the tokens. It's usually best to do most of your



token production during your opponent's discard phase, after the opportunity to cast a mass-destruction spell has passed. If your opponent destroys it before then, respond to the destruction spell by making as many tokens as you can afford.

Dread of Night and Gloom are complete hosers for this deck, as are Orim's Prayer and Propaganda. (You can't use the Earthcraft loop to pay for Propaganda's cost, since it's not

legal during the "declare attackers" step when Propaganda is paid.) Nevinyrral's Disk is bad, too. Save your Disenchants (and counterspells, if playing blue) for major threats.

GOBLINCRAFT

The Goblin version of the deck also starts with four Earthcrafts but uses Goblin Warrens instead of Sacred Mesa and no Wild Growth. To start the loop, you need two Goblins in play, so you'll want at least a dozen assorted Goblins; some use as many as 18. Choose Goblins with useful abilities, like Mogg Fanatic and Goblin Recruiter.

An advantage of this version is that it plays like a Goblin-based weenie deck until you get the combination. The disadvantage is that you have no Tutors unless you go with three colors, so you either have a much harder time drawing the combination, or you have a greater chance of manacolor problems. Because of this, Goblincraft hasn't been as popular as Mesacraft.

The best approach to a two-color Goblincraft deck is probably to build a sub-sized Goblin weenie deck, able to win a reasonable amount of the time by itself, and then add just a splash of green for the Earthcraft.

BethMo has answered more rules questions than all the Goblin and Pegasus tokens ever created.

RESISTANCE IS FUTILE.

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1997 PARAMOUNT PICTURES

THE DRAFTING TABLE

by Eric Tam



Last month we updated old decks with cards from new expansions. This month, we'll analyze new expansions for breakoust cards those cards with the potential to create entirely new deck types or trigger major changes in the environment.

Breaking Out the New Cards

inding the best cards in a new set—the breakout cards—is the first step in creating new deck types that can take the environment by storm. However, many newer players have a hard time determining which are the best cards in a new set. With *Stronghold* hitting the stores, let's take a look at breakout cards and how to find them.

Breakout cards tend to fall into four categories: high-powered cards, global effect cards, hand/library manipulation cards, and combinationally explosive cards. While these categories are not mutually exclusive (you'll put some gamebreaking cards into more than one category), a firm understanding of the categories will help you determine the breakout cards in a new set.

THE BIG GUNS

High-powered cards work on the principle of maximization. In terms of power, speed, effectiveness, efficiency, and flexibility, high-powered cards in a new environment are equal to or more powerful than analogous, benchmark cards from the previous environment. The most effective high-powered cards are general-use cards with multiple applications that are useful in a wide variety of situations independent of surrounding cards, can be cast at instant speed,

and have a casting cost reflective of the card's power.

Casting cost is especially important for all breakout cards. Any

tournament-viable card should have a reasonable casting cost with respect to its power. Tournament cards will usually cost four or less mana and will never have a casting cost greater than six. In addition, the net effect of a tournament-caliber card must be worth its casting cost and its drawbacks. This is, perhaps, the biggest challenge in determining the usefulness of a card.

Some of the standard big guns include: instantspeed direct-damage spells capable of inflicting three or more points of damage for two or less mana (Incinerate, Fireblast); cards that provide a one-for-one or one-for-two conversion between a currently useless resource and a more useful resource (Necropotence, Channel, Cadaverous Bloom); interrupts that counter a spell for two or less mana (Counterspell); creatures that can either inflict damage equal to or greater than their casting cost every turn, or have special abilities that provide some control over the flow of the game (Maro, Order of the White Shield, Dwarven Miner, Nekrataal, Man-o'-War); instants that destroy a large class of permanents for two or less mana (Disenchant); and cards that cost less than four mana and can generate a two-for-one (or better) card advantage (Stupor, Earthquake).

Taking a look at high-powered cards in *Tempest*, we find Cursed Scroll, Counterspell, Mogg Fanatic, Goblin Bombardment, Pincer Beetles, Disenchant, Dauthi Slayer, Kindle, Wasteland, and Cloudchaser Eagle. These cards are so strong and generally useful that they can be effective in a great variety of decks and themes.

THE WHOLE WORLD

Global effect cards can be seen as a subset of high-powered cards. These are suitably costed cards that are effective enough for tournament play, and have the potential to generate tremendous card advantage. Global effects (which are different from global enchantments) can affect all cards of a particular class (such as lands or creatures) or a number of classes at once. Therefore, these cards have the potential to neutralize or augment many cards at the cost of only a single card.

Since global effects often have such a profound



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impact and change the entire shape of the game when played, it is possible to build combination-oriented decks around them. While global spells can certainly be used independently to gain card advantage, the effects of global spells are so broad they easily interact with many cards to create a variety of different, even more powerful combinations. Thus, global effect cards are often the focal point of what Beth Moursund describes as "cluster combination decks." Stasis and Winter Orb are examples of global effects that have anchored such decks.

Two Tempest global effect

nation cards are found. Therefore, it is critical for that player to locate and access specific cards quickly. Gaining a small immediate card advantage or a general increase in draw quality simply is not as important in a combination deck. Ideally, a manipulation card guarantees access to specific cards by allowing the combination-deck player to search the entire library.

Intuition and Scroll Rack from *Tempest* have the potential to be excellent manipulation cards in combination decks. Intuition is rare among search cards, as it is a moderately priced instant with great pre-

Manipulation cards actually sacrifice raw card advantage in exchange for increased card quality.

cards with the potential to generate new deck types are Propaganda and Living Death. These two cards are very powerful because they do not need to interact with any specific cards to have a powerful effect on the game, plus they offer players a wealth of nasty combination options (Winter Orb, Armageddon, or Hand to Hand with Propaganda; Ertai's Familiar or Rats of Rath with Living Death).

THE CARD CATALOGS

Players interested in creating combination decks have a special interest in library/ hand manipulation cards. These cards help you locate and procure the cards needed for the combination, allowing you to play the entire combination as quickly as possible. Impulse, Ancestral Knowledge, and the various Tutor cards from *Mirage* are examples of library and hand manipulation cards. These "search" cards improve the quality of your draw or hand instead of simply providing additional draws, like the effect of traditional carddrawing devices such as Jayemdae Tome.

Most manipulation cards actually sacrifice raw card advantage in exchange for increased card quality. The best manipulation cards for combination decks have a low casting cost and a large search range. In a highly combinational deck, a player usually won't be able to establish much of an offense or defense until certain combicision (assuming you play with four of each combination card) and no raw card disadvantage. Furthermore, Intuition's supposed drawback can even be turned into a benefit when combined with cards that use the graveyard as a resource (such as Recall or Necratog). Although it has a limited search range, Scroll Rack can be extremely powerful because it is fast and allows you to upgrade multiple cards at once. In addition, Scroll Rack interacts in an explosive manner with other search cards that enable you to shuffle your library (Intuition, for example).

Whispers of the Muse and Mirri's Guile, on the other hand, generate effects that improve draw quality or generate card advantage (much like Sylvan Library or Jayemdae Tome). These two cards are not suitable as search cards in combination decks even though they may be powerful in other contexts, or in the case of Whispers of the Muse, as part of another combination.

HIGH EXPLOSIVES

The last category of breakout spells are those that explosively promote a resource—almost always mana or cards in a game-breaking combination. By supplying the necessary resources, these combinationally explosive cards can rapidly generate large amounts of cards or mana to either fuel a combination or to quickly put that combination into play. The best combinations include explosive cards as part of the combination itself, lending it a sort of catalytic aspect; casting one part of the combination makes it much easier to draw or cast other parts of the combination.

For example, cards like Prosperity in the Prosperous Bloom deck and Howling Mine in the Turbo Stasis, Balance, and Abeyance decks act as catalysts that both create and fuel the game-breaking or game-lock combinations. In fact, all the main elements in the Prosperous Bloom deck—Prosperity, Squandered Resources, and Cadaverous Bloom, as well as Infernal Contract and Natural Balance—are explosive cards.

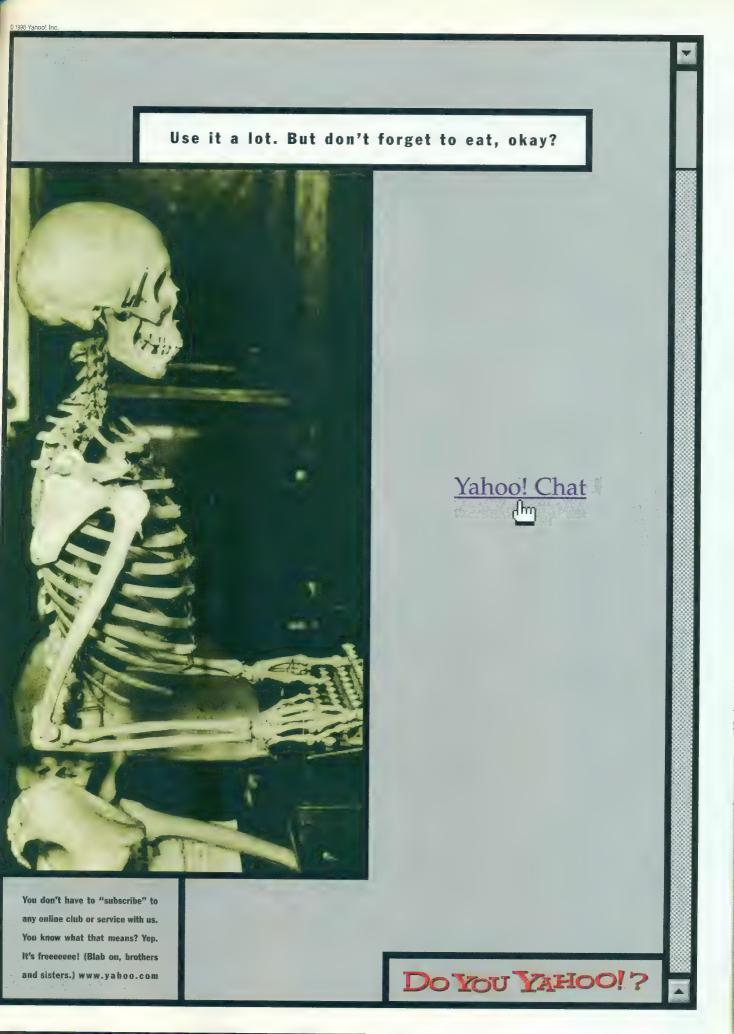
Since the people who design Magic sets recognize the inherent potential of cards that can quickly generate a lot of cards and mana, the designers have attached either a high price or a big drawback to all of the newer resource-generating cards. Therefore, as with analyzing any other card, the key to finding viable explosive cards for combinations is to recognize whether a card's drawbacks can be overcome or ignored, and whether the effect is worth the costs.

Meditate, Eladamri's Vineyard, Recycle, Whispers of the Muse, Time Warp, Ancient Tomb (mostly in Classic where it can interact with Mirror Universe), Lotus Petal, and the Medallions are the *Tempest* cards I believe have the potential to break out as combinationally explosive cards.

AGE OF DISCOVERY

So, as you begin tearing into those *Strong*hold packs this month, keep these four categories in mind. Look at each card you think might be a power card and see where it fits and how it stacks up against the cards I've mentioned here. If you find a card that falls into more than one of the above categories and seems superior to the examples I've given, you may have located the first major breakout card of 1998.

Of course, discovering which individual cards have potential is only the first step in constructing a deck. The real challenge lies in determining how these cards interact effectively with each other and the rest of the environment. It is this aspect of deck construction that gives the game its incredible richness and Magic.



IN LOCKING HE STRONGHOLD

One Card's Journey from Concept to Booster Pack

BY MICHAEL G. RYAN

The standards for Magic cards are phenomenally high. Have you ever wondered how Wizards of the Coast maintains the high level of playability and collectability you ve come to expect? **I**REQURES MORE HAN a dozen people to take a Magic card from a concept to a finished product, and each person adds another element to the mix. Integrating the different elements is at least as difficult as creating them in the first place: a simple card idea can become complicated when tested with other cards; the expansion symbol must be determined even before the playtesting is finished; a card's name must reflect its mechanic; the flavor text has to reflect the name *and* the mechanic; and the art needs to support all of these plus, at times, story and setting. It is the organized and coherent process of a card's production that keeps all these disparate elements in line and ensures the high value of hundreds of different Magic cards every year—a daunting process that is past due for closer examination and demystification.

iDEA

Consider the Stronghold card Awakening. For a cost of 2 **••**, this green enchantment reads: "At the beginning of each player's upkeep, untap all creatures and lands." Seems pretty straightforward. But when designer Mark Rosewater first created the card (under the less-than-auspicious title "Untap World"), it played a little differently—the green enchant world read "At the beginning of each turn, untap all permanents."

"Ironically," Rosewater said, "the cost of the card was one of the few things that never changed. Magic R&D has what we call 'the rule of four.' Whenever you have a sweeping effect, it should cost at least four mana."

According to Rosewater, the play goals of the card were simple. Normally, players have to stretch their resources over two turns—theirs and their opponent's. "With this enchantment in play," Rosewater continued, "players are not punished for using all their resources during their turn. In fact, Untap World encourages players to make constant use of their resources since they'd be wasting opportunities if they didn't. Players need not leave creatures behind to block, they can tap out entirely, and many other normally unthinkable actions suddenly become very favorable."



MEASURE THICE.

But how favorable is too favorable? That's where playtesting comes in. Mons Johnson coordinated external playtesters for the *Stronghold* expansion, providing them direction for which cards to focus on based on a "hit list" provided by the designers and developers. "The playtesters gave us a lot of feedback," Johnson said. "Several of them were concerned about the strengths of this card, particularly with such cards as Mana Vault. Playtester Chris Quenelle wrote 'Warning, Will Robinson! Mana Vaults? Depletion lands? Leviathans? Perhaps limit this to creatures?"

Other playtesters expressed similar concerns. Stephen D'Angelo wrote: "This card may be bro-

ken. Try with cards like Colossus, Spectral Bears, Mana Vault, and depletion lands. Things like Mana Vault become way strong this way. Buyback instants can be doubly used, as can all tap abilities. I'm very wary of this card. Perhaps it should only untap creatures? Or just lands?"

And playtester Justin Lockshaw said: "Seems to work maybe a little too well when mixed with blue. This wouldn't be too much of a problem if blue and green were not opposed to each other. In fact, I see blue getting much more of a benefit from this card...with its ability to counter, and counter, and counter again."

These comments were then considered by the Magic R&D playtesters, headed by Designer and Developer William Jockusch, who noted that they look for similar things, like broken combos. "It's okay if a combo is strong," he said, "but it shouldn't blow away whatever is available in the existing environment." To evaluate potentially overpowered combos, the R&D playtesters play "touchstone" decks ("basically Standard constructed decks," according to Jockusch) against them. "If a

deck using a new card wins significantly more than half the time against the touchstone decks we change the new card until this is no longer the case."

Designer and Developer Mike Elliott, however, had discovered another critical problem with Untap World's ability to untap permanents every turn: When combined with Sands of Time, Untap World became incredibly powerful. During the development cycle (when the card went from an enchant world to a simple enchantment for the *Tempest* arc), Elliott determined that the problem was serious enough to require revising the card.

"The way the combo worked was this," Elliott said: "During my turn, I resolve the Sands of Time effect and then the Awakening effect, untapping all my stuff. During your turn, I resolve the Awakening effect first, then the Sands of Time effect, locking down my opponent. These timing rules are always being revisited, so it may or may not still work this way, but at the time we were testing the card, it was a two-card lock."

To avoid this problem, Elliott determined that the developers had two options: Raise the card's casting cost until the card played sufficiently slowly that the combo would pretty much disappear, or alter the card so the combination simply didn't work. "Since both problems with the card centered around artifacts," Elliott said, "removing artifacts from the card ability was the simple solution to both problems."

Additionally, Elliott con-

cluded, moving the effect from the beginning of the turn to the beginning of the upkeep simplified interaction with other cards that have beginning-of-turn effects or skip-your-untap effects, such as Stasis.

A PIETURE AND

While R&D was taking Untap World through its paces, brand managers and project coordinators at Wizards of the Coast were working with designers to determine the expansion symbol that would ultimately appear on every card in the forthcoming set. Brand Manager Tina Trenkler listed the criteria for choosing a Magic expansion symbol: 1) it must be tied thematically to the expansion set name; 2) it must be immediately obvious to 95 percent of the people what the symbol is when viewed at the size it will appear on a card; 3) the symbol must be an object, rather than text based; 4) the symbol must be clearly distinguishable from all symbols used for Magic over the prior three years; 5) the symbol must be attractive when enlarged to three feet by three feet; and 6) the symbol should be logical and inoffensive internationally. With these parameters in mind, designer Daniel Gelon went to work determining how the symbol would look.

For *Stronghold*, Trenkler said, "we started out by getting suggestions for the expansion symbol from the project team. Daniel then worked up the suggested

GEION"S FARLY VERSIONS

of Stronghold's expansion symbols provided a wealth of icons from which to



options, which included a castle, a window, a key, a lock, a portcullis, and a Mogg's head (just for fun). The project team then reviewed the symbols and provided its recommendations to the Magic team, recommending the portcullis. The Magic team agreed to this symbol, and Daniel then worked up a few variations to ensure we had the best version. Those variations included adding a bottom ledge, more or fewer bars, setting the blocks farther apart, and so on. Finally, we

selected the one that was easiest to identify at the small card size."

As the playtesting wound down, Untap World was changed from affecting permanents to affecting only creatures and lands. The project team settled on the set's expansion symbol, and Untap World began to undergo further modifications as it passed into the hands of the naming and flavor text teams. These teamsheaded chiefly by Pete Venters, Jennifer Clarke Wilkes, Brady Dommermuth, Mark Rosewater, and myself-brought various names to the table (including such notables as "Refreshment" or "Wakefulness") for consideration. These names. Venters noted, have to meet certain requirements. "While a name can have a loose or occasionally an abstract connection to the card's power," he said, "it's always best to provide a strong link between the two, and we always try to avoid a name that sounds like it belongs in another color or that suggests a power contradictory to the actual card power." Sorceries, instants, and interrupts, for example, tend to be verbs; enchantments tend to be slightly more abstract nouns.

Once the name was settled on-"Awakening" came out of the first round of naming discussions—Pete Venters was able to consider the art description. As continuity manager, he determines which pieces can and should support the ongoing Magic story, and he considered this piece an ideal opportunity to show the beginning of the uprising against the villain Volrath. His art description reflected that decision: "A rallying cry from the elven lord Eladamri and the Oracle *en*-Vec. The combined armies of the elves and the Vec respond with vigor. They are preparing for the journey to Volrath's stronghold. However you represent it, it must feel like a lot of people are present."

"Note that the description first states the characters and then the mood," Venters pointed out, "as these are fundamental to giving the right feel to the card. This is then followed by their motivation. Note, too, the wording of the last sentence—while it is important to give a sense that an army is present, the description does not attempt to lumber the artist with having to literally illustrate the whole army. That would be a vast amount of work and would make the card too busy, too cluttered, and lacking enough focus on the major characters."

While the art description passed into the capable hands of Art Director Matt Wilson who arranged its assignment, Venters and the naming team reconvened to consider flavor text for Awakening. "The logical voice was Eladamri, one of the army's leaders and the most appropriate for a green card," Venters said.

So the team went to work drafting various entries for consideration for a variety of cards. Unfortunately, the original submissions for Awakening ("Forward friends! Toward freedom!"; "Let our voices and weapons sing Volrath's funeral dirge!"; "To our enemy, death! To our people, freedom!"; "Sleep no more. Now we are the day, fighting the perpetual night.") left something to be desired. So the team looked at some of the submissions for other cards, some of which were also using Eladamri's voice. Various options were considered, some more seriously than others-"This land is my land; this land is your land. From Volrath's Stronghold to the Skyshroud Forest" was never really under consideration.

"While we were looking at different Eladamri speeches," Mark Rosewater recalled, "we ran into an interesting discovery on a card called Primal Rage. That card's original flavor text ("Now!" A great cry went out, and countless elvish and Vec soldiers charged up the mountain. But for every one of Eladamri's forces, there were two Moggs) started with Eladamri screaming out a battle cry to start the attack. Several of the flavor text pieces we liked for Awakening ended with Eladamri screaming out a battle cry. Wouldn't it be cool, we thought, if we could connect two different pieces of flavor text together through the use of a battle cry? We could start Eladamri's speech on Awakening and then explain the aftermath on Primal Rage. As a connector, we would use Eladamri's battle cry as the end of the first piece of flavor text and then repeat it at the beginning of the second piece."

With this in mind, the flavor text team

selected two different pieces they liked and sent them back to be reworked. Rosewater described what he wanted from Eladamri's speech was a "Kennedy-esque" sound. "I wanted the reader to feel as if Eladamri was pulling all the proper strings to get his army to go charging bravely into a situation of daunting odds," he said.

Coupled with the revised version of Brady Dommermuth's piece on Primal Rage (which begins where Awakening leaves off), the flavor text was finalized.

ARTFOR MOM'S SAKE

While the naming and flavor selection process was wrapping up, Matt Wilson reviewed Dan Frazier's initial sketch for Awakening.

"Dan did the original Oracle *en*-Vec," Wilson said, "so he was already familiar with one of the characters in the art description. All I needed to do was provide him with a copy of the original Eladamri for reference."

Frazier, whose art book *A Touch of Fan*tasy is due out in March, had everything he needed to bring the piece to completion. "My mother and my brother served as models for the Oracle and Eladamri," he said. "My mother lives in a different town, so I tried to combine a couple of different chores at once—I took her down to a doctor's appointment the same day that she posed for the Oracle. But it turned out that her appointment was with an optometrist...so her eyes were dilated. She put on the costume anyway because she's a great actress, but I needed to light her while I worked. So I had to put a 250-watt bulb between her feet that she ended up staring

THANKS TO frailing a parameter productor and manner Margie frank any created to a cond treat captures the treation and dooma respanses

At the beginning of each player's upkeep, untap all creatures and lands. "There are times when destiny calls forth a people and demands an action. Now is the time. We are the people. This is —Eladamri, Lord of Leaves

hanmen

major overhauls during playtesting, refuse to be named after repeated cycles, or demand multiple attempts by artists to get the job done. Awakening fell right in the middle of these two extremes. In the end, Awakening brought card power, name, flavor text, and graphic elements together to form an intriguing new card.

"We try to create cards that have the potential to interact favorably with numerous other cards," summed Rosewater. "Because Awakening works with so many cards that tap for an effect, the enchantment seemed like it would create many cool interactions. We usually try to make the cards balanced, but I personally lean toward erring on the powerful side."

In the end, players will have to decide for themselves if Awakening is an ideal power card, but they can be assured the card's art, play value, and collectability have been held to the most exacting standards possible. Every Magic card can't be a frameable, tournament-breaking masterpiece, but every Magic card is as good as it can possibly be. *

Mike Ryan used to wear a funky hat. Now he just wears his funky head.

down

into the entire time, even with her eyes dilated. She was great."

With only a few minor adjustments to Eladamri's costume, Frazier's original sketch was right on the money—his final piece was very close to that sketch. Eladamri's fierce battle cry now had a strong artist's rendition of the elven lord on the battlefield to make it live.

IDEAL

Not every Magic card undergoes the same process as Awakening—some cards race right through the system, require minimal playtesting and receive name, flavor text, and final art with little hassle. Other cards stall along the way, require





Volrath's Stronghold: The Weatherlight finally reaches its destination—Volrath's stronghold, where Gerrard expects to find and save Sisay, Tahngarth, Karn, and Starke's daughter Takara.



Leap: As the ship drifts to a halt near one of the stronghold's balconies, the cat warrior Mirri spies a guard and leaps to the attack, killing the guard before the alarm is raised.



Hidden Retreat: While Hanna, Orim, and Squee remain behind on the ship, Gerrard, Mirri, Crovax, and Starke disembark in search of their imprisoned companions. They arrange to meet again later.



Bottomiess Pit: Volrath's lair rises to great heights and plummets to incredible depths. Gerrard and the others, guided by Starke, move deep into the stronghold's core.



Amok: Suddenly, the group runs into a shapeshifter. Crovax attacks it, giving chase when it tries to escape. In a fit of uncontrolled violence, he kills the creature after cornering it in a dark room.



Megrim: Crovax reels from the pain pounding in his head. The curse he has carried all this time is finally taking its toil and Gerrard can do little to help his friend.



Invasion Plans: Looking around the room into which they chased the shapeshifter, Gerrard realizes they've stumbled onto an elaborate map that outlines a future invasion of Dominaria!



Skyshroud Archer: Meanwhile, the Skyshroud elves and the Vec have reached Volrath's lair. Alongside the Kor and the Dal, their army prepares to lay siege to the stronghold.



Awakening: Eladamri, Lord of Leaves, and the Oracle en-Vec rally their forces as the battle begins.



Intruder Alarm: When the army attacks, a ghostiy apparition of Volrath raises an alarm all over the stronghold, including in the map room. Gerrard suggests they'd better get moving...



Contemplation: ...not realizing that Volrath is watching their every step.



Ensnaring Bridge: In order to reach the prison labs where Starke says they may find Sisay and the others, Gerrard and his group must first battle their way past a flowstone bridge that guards the cells.



Torment: They finally reach the cells but fail to find size. Sisay. They do, however, free Karn and Tahngarth. The minotaur has been deformed during his imprisonment, and he is devastated by the changes.



Volrath's Laboratory: Beyond the cells, they find the labs where Volrath creates all manner of vile creatures.



Ransack: There they discover Sisay entombed in a glass cylinder. Gerrard and his companions tear the lab apart searching for a way to free Sisay from her stasis.



Volrath's Shapeshifter: But when they finally break the glass, the Sisay who steps out is not what they expect. She is actually one of Volrath's monstrosities, and the group is forced to continue the hunt.



Provoke: As they climb the bridges higher into Volrath's stronghold, they are suddenly attacked by the dark angel Selenia, who zeroes in on the surprised Crovax. Mirri leaps to his defense...



Sword of the Chosen: ...only to be cut down by the angel's blade.



Death Stroke: As Mirri falls, horribly wounded, Crovax regains his senses and defends himself against Selenia. With no other choice, he strikes a killing blow. Selenia dies.



Crovax the Cursed: And when she dies, Crovax's curse is realized. He grows fangs, feels his blood run cold, and collapses into unconsciousness as his transformation into a vampire continues.

Storyboard arranged by Michael G. Ryan and Mark Rosewater; text by Michael G. Ryan and Pete Venters



Conviction: The party splits up—Gerrard and Starke continue to search for Sisay and Takara, while Karn and Tahngarth take Mirri and Crovax back to the ship.



Volrath's Gardens: Starke leads Gerrard into an overgrown, open-air garden as they head for Volrath's Dream Halls, where Starke thinks they may find Sisay.



Hesitation: The Predator, Volrath's flying ship, passes overhead, and Gerrard cautions Starke not to move in case Commander Greven *il*-Vec is searching for them.



Spike Soldier: As they prepare to move on, a horde of vicious spike creatures attack. No sooner have they overcome one obstacle than...



Brush with Death: ... the plants themselves become an obstacle, coming to life and nearly killing Starke.



Shifting Wall: Gerrard and Starke have reached the tower of the Dream Halls, but there appears to be no entrance. Gerrard is forced to climb the ever-changing flowstone tower to reach the upper floors.



Sift: Meanwhile, Tahngarth and Karn have split up, because Karn has discovered the location of the missing Legacy artifacts Greven *il*-Vec stole from the *Weatherlight*. He vows to get them back.



Sliver Queen: But the stolen legacy artifacts are guarded by the terrifying Sliver Queen.



Temper: Gerrard feels the fury rise in him as at last he faces his enemy—who is, in fact, his blood brother. Volrath was once Vuel, who destroyed the warclan that raised them both.



Change of Heart: Karn is able to empathize with the Sliver Queen, showing her that the Legacy is a part of him just as the Slivers are a part of her. She allows him to leave with the artifacts.



Reins of Power: Gerrard moves to attack, but Volrath has no intention of fighting one-on-one. He uses a mind-controlled Sisay and Takara (Starke's daughter) to battle Gerrard.



Contempt: Volrath steps foward to face Gerrard, but Starke leaps forward and plunges a knife into Volrath's back. Unaffected, the evincar bats Starke aside.



Smite: At last, Gerrard faces his enemy. After a short but brutal fight, Gerrard strikes the killing blow.



Dream Halls: In the Dream Halls, which serve as a liv-

ing museum for all the dreams and nightmares Volrath

has ever had, Rath's evincar is waiting,

Heat of Battle: Takara then turns on her father as Gerrard tries once again to close on the escaping Volrath. Takara's blade slashes across Starke's eves and he falls.



Scapegoat: And then the truth is revealed: Volrath has planned this encounter well, for as the body falls, it changes shape, turning back into the shapeshifter it had been from the beginning.



Bandage: With Volrath's retreat, Sisay and Takara are suddenly freed from the evincar's control. Takara's reunion with her father is bittersweet as she bandages his ruined eyes.



Portcullis: Outside, the battle for Volrath's stronghold wages on. Inside, Gerrard and his friends, joined at last by Sisay, now face the daunting challenge of escaping as Volrath's forces close in on them.



Seething Anger: As Gerrard closes on Volrath, he is surprised to be joined by Tahngarth, who has returned from the ship to aid his friend and seek revenge for his torture.





THE SPARKLER

Lands (27) 14 Island 13 Mountair

Creatures (3)

Wall of Tears* Mogg Fanatic Wall of Razors*

Other (30)

Mind Games* Whispers of the Muse Power Sink Spell Blast 2 Contempt Mana Leak

- Counterspell
- Capsize
- Propage
- Ransack* Reins of Power*
- Evacuation

- Evacuation* Shock* Flowstone Blade* Searing Touch Shatter Fanning the Flames* Lightning Blast

CALL OF THE KOR

Lands (24)

13 Plains 11 Swamp

Creatures (23)

- Nomads en-Kor Shaman en-Kor
- Warrior en-Kor'
- Soltari Champion[®] Knight of Dawn
- dch er Eagle
- Cloudchaser Eag Spirit en-Kor* Lancers en-Kor* Lab Rats*
- Skeleton Scavengers*
- Darkling Stalker
- Gravedigger Screeching Harpy

Other (13)

- Flickering Ward Flickering ward Smite* Disenchant Temper* Death Stroke* Enfeeblement Dark Banishing
- 2
- 2 Evincar's Justice 3 Endless Scream

MIGRAINE Lands (24) 24 Swamp

- Creatures (15)
 - Pit Imp Dauthi Horror
 - Rabid Rats
 - Dauthi Slayer Foul Imp* Mindwarper* Dauthi Mindripper

Other (21)

- Dark Rituai Mind Peel* Death Stroke* Diabolic Edict

- Coercion Dark Banishing
- Megrim* Bottomless Pit*
- Ensnaring Bridge* Hornet Cannon* Portcullis*
- THE SPIKES
- Lands (21)
- 12 Forest 9 Mountair
- Creatures (25)
- Spike Drone Bayou Dragonfly Canopy Spider Hermit Druld*
- Skyshroud Elf
- Skyshroud Elf Lowland Basilisk' Pincher Beetles Spike Worker* Tempting Licid* Spike Feeder* Spike Feeder*

- Spike Breeder* Spike Soldier*
- 2 Spike Colony

Other (14)

- Shock Kindle Fanning the Flames Elven Rite
- Rampant Growth Verdant Touch* Tranquility Heartstone*
- * From Stronahold

PRECONSTRUCTED

THE SPARKLER

If you hide behind The Sparkler's walls and liberally apply its direct damage, you should survive the early game long enough to set up Propaganda and/or Intruder Alarms, which will give you the mana buildup you'll need for the numerous recursive spells you'll cast in the mid- and lategame.

This deck has plenty of extra land for counterspells and buyback spells, and the use of these spells is important to your strategy. A full two thirds of the cards in The Sparkler can be used to shut down. your opponent's creatures, like Mind Games (a buyback version of Twiddle). This gives you the freedom to save your counterspells and use them against your opponent's key cards.

The surprise card is Reigns of Power, which allows you to borrow your opponent's creatures (with no summoning sickness) until the end of a turnkind of like a super Ray of Command. The drawback of giving up your own

creatures for the turn will be negligible, because you only have three in the deck.

CALL OF THE KOR

Low casting costs give Call of the Kor the ability to accelerate full speed and head-on into an opponent. Wave after wave of small creatures will swarm your opponent, and this damage will add up quickly unless the opponent can respond. Shaman en-Kor is the key card in this deck: It allows you to scoop up damage and spread it liberally among the rest of your creatures, or to dump on one Lab Rat token.

Knight of Dawn and Gravedigger are your mid- and late-game advantage cards. Knight of Dawn can avoid most of your opponent's spells and effects with its ability to choose which color it has protection from, and since it doesn't tap to use this ability, you can choose multiple times. Gravedigger provides a bonus creature when it hits the table, which not only helps with card advantage but also allows > you to seek out specific tools like the Shaman, Cloudchaser Eagle, or Knight of Dawn.

The showstopper here is Endless Scream. Once you have a creature that is untouchable by your opponent, add a Scream to apply the big hurt!

MIGRAINE

Migraine is the type of resource-denial deck that will give your opponent nightmares as well as headaches. Not only does it go after the cards in your opponent's hand, it also prevents creatures from attacking.

The Imps and Dauthis provide some quick weenies to keep you competitive in the early game. Death Stroke, Diabolic Edict, and Dark Banishing can be used to go after your opponent's creatures and keep you alive. The card with extra jaw-dropping potential is Mindwarper. For only four mana, it can either apply a beatdown or go for the forced discard.

In the mid-game you can turn your attention to eliminating your opponent's hand with Mindripper, Mindwarper, and Mind Peel. The real annovance for your opponent comes when Bottomless Pit and Ensnaring Bridge are on the table. Ensnaring Bridge prevents any creatures with power greater than your hand size from attacking, and since you'll be able to keep your hand size around zero or one, you'll never be in any danger.

To finish off your opponent you can use one of the Megrim enchantments...or two, or three! Every one of your opponent's discards will cause 2 damage per Megrim. What a painful way to go!



THE SPIKES

The Spikes deck shows how powerful a group of green critters can be. All of the Spikes have an inherent ability to share strength. This comes in handy if one of them gets targeted for destruction. As long as you have access to mana (and especially if vou have a Heartstone in play), you can roll with the punches and not lose +1/+1 counters until you're ready.

If you get in trouble, you can live off of your Spike Feeder for 2 life per counter. If you're in a game in which only small creatures can attack, simply wait until after the small Spike is declared as an attacker, then load up with +1/+1 counters. This deck also dips into red for direct damage, a flexible resource you can use to either light up blockers and clear the path for attackers, or to finish off an opponent once and for all.

Your best finisher is Spike Soldier. It can absorb all of its fellow Spikes' counters, then dump them for the huge boost in size for the kill! 🌩

Garon Galloway is rapidly becoming The Duelist's most rapid author.



CARD LIST

SIRONGHOLD

	a the second second	I want the second s		. Alia da
-	D NAME	THE	ALLEST MATTER	RARITY
ć	ack			
	Bottomless Pit	Enchantment	Kev Walker	U
	Brush with Death	Sorcery	Stephen Daniele	C
	Cannibalize	Sorcery	Robert Bliss	C
	Corrupting Licid	Summon Licid	Thomas M. Baxa	U
	Crovax the Cursed	Summon Legend	Pete Venters	
	Dauthi Trapper	Summon Minion		R
			Thomas M. Baxa	U
	Death Stroke	Sorcery	Colin MacNeil	С
	Dungeon Shade	Summon Spirit	Jason Alexander Behnke	С
	Foul Imp	Summon Imp	Jim Nelson	C
	Grave Pact	Enchantment	Scott Kirschner	R
	Lab Rats	Sorcery	DiTerlızzi	C
	Megrim	Enchantment	Donato Giancola	U
	Mind Peel	Sorcery	Adam Rex	Ű
	Mindwarper	Summon Spirit	Paolo Parente	R
	Morgue Thruli	Summon Thrull	Robert Bliss	C
	Mortuary	Enchantment	Robert Bliss	R
	Rabid Rats	Summon Rats	Matthew Wilson	c
	Revenant			
		Summon Spint	Terese Nielsen	R
	Serpent Warrior	Summon Soldier	Ron Spencer	С
	Skeleton Scavengers	Summon Skeletons	Brian Snoddy	R
	Stronghold Assassin	Summon Assassin	Matthew Wilson	R
	Stronghold Taskmaster	Summon Minion	Brom	U
	Torment	Enchant Creature	Paolo Parente	С
	Tortured Existence	Enchantment	Keith Parkinson	С
	Wall of Souls	Summon Wall	John Matson	U
	le			
ĺ	Cloud Spirit	Summon Spirit	Pandy Callogoa	
	Contempt	Enchant Creature	Randy Gallegos	C
			Val Mayerik	C
	Dream Halls	Enchantment	Matthew Wilson	R
	Dream Prowler	Summon Illusion	Richard Kane Ferguson	С
	Evacuation	Instant	Rob Alexander	R
	Gliding Licid	Summon Licid	Heather Hudson	U
	Hammerhead Shark	Summon Fish	Stephen Daniele	С
	Hesitation	Enchantment	Pete Venters	U
	Intruder Alarm	Enchantment	Donato Giancola	R
	Leap	Instant	Kev Walker	C
	Mana Leak	Interrupt	Christopher Rush	C
	Mask of the Mimic	Instant	Heather Hudson	
	Mind Games			U
	Ransack	Instant	Andrew Robinson	С
		Sorcery	Ron Spencer	U
	Rebound	Interrupt	Doug Chaffee	U
	Reins of Power	Instant	Colin MacNeil	R
	Sift	Sorcery	Pete Venters	С
	Silver Wyvern	Summon Drake	Colin MacNeil	R
	Spindrift Drake	Summon Drake	Anthony S. Waters	С
	Thalakos Deceiver	Summon Wizard	Andrew Robinson	R
	Tidal Surge	Sorcery	Doug Chaffee	C
	Tidal Warrior	Summon Merfolk	Daren Bader	č
	Volrath's Shapeshifter	Summon Shapeshifter	Ron Spencer	Ř
	Walking Dream			
	Wall of Tears	Summon Illusion	Richard Kane Ferguson	U
		Summon Wall	Rebecca Guay	U
	een 🤟			
	Awakening	Enchantment	Dan Frazier	R
	Burgeoning	Enchantment	Randy Gallegos	R
	Carnassid	Summon Beast	Brom	R
	Constant Mists	Instant	Dermot Power	U
	Crossbow Ambush	Instant	Kev Walker	C
	Elven Rite	Sorcery	Jeff Miracola	U
	Endangered Armodon	Summon Elephant	Kev Walker	C
	Hermit Druid	Summon Druid	Heather Hudson	R
	Lowland Basilisk	Summon Basilisk		
			Randy Gailegos	С
1	Mulch	Sorcery	Rebecca Guay	C
	Overgrowth	Enchant Land	Rob Alexander	С
	Primal Rage	Enchantment	Brian Snoddy	U
	Provoke	Instant	Terese Nielsen	С
ļ	Skyshroud Archer	Summon Elf	Jeff Miracola	C
	Skyshroud Troopers	Summon Elves	DiTerlizzi	c
	Spike Breeder	Summon Spike	Adam Rex	0
	Spike Colony	,		
		Summon Spike	Douglas Shuler	С
	Spike Feeder	Summon Spike	Heather Hudson	U
	Spike Soldier	Summon Spike	Randy Elliott	U
	Spike Worker	Summon Spike	Daniel Gelon	С
	Spined Wurm	Summon Wurm	Keith Parkinson	С
ŝ	Tempting Licid	Summon Licid	Randy Gallegos	U
			M. W. Kaluta and DiTerlizzi	Ř
	/erdant Touch	SUICELY		
1	/erdant Touch /olrath's Gardens	Sorcery Enchantment	Rob Alexander	R

_	RB NAME	TYPE	BURGHTARM	RABIT
R	ed			
	Amok	Enchantment	Dermot Power	F
•	Convulsing Licid	Summon Licid	Scott Kirschner	ι
	Craven Giant	Summon Giant	Brian Snoddy	(
	Duct Crawler	Summon Insect	Stephen Daniele	(
	Fanning the Flames	Sorcery	Ron Spencer	ł
	Flame Wave	Sorcery	Donato Giancola	ł
	Fling	Instant	Paolo Parente	(
	Flowstone Blade	Enchant Creature	L. A. Williams	(
	Flowstone Hellion	Summon Beast	Daren Bader	ι
	Flowstone Mauler	Summon Beast	Paolo Parente	F
	Flowstone Shambler	Summon Beast	Jim Nelson	(
	Furnace Spirit	Summon Spirit	Jeff Miracola	(
I.	Heat of Battle	Enchantment	Matthew Wilson	ι
	Invasion Plans	Enchantment	Pete Venters	F
	Mob Justice	Sorcery	Ron Spencer	(
1	Mogg Bombers	Summon Goblins	Dermot Power	(
E.	Mogg Flunkies	Summon Goblins	Brom	(
r.	Mogg Infestation	Sorcery	Pete Venters	F
r.	Mogg Maniac	Summon Goblin	Brian Snoddy	i
	Runation	Sorcery	Dermot Power	F
	Seething Anger	Sorcery	Val Mayerik	
	Shard Phoenix	Summon Phoenix	Paolo Parente	F
i.	Shock	Instant	Randy Gallegos	C
i.	Spitting Hydra	Summon Hydra	Daren Bader	F
l	Wall of Bazors	Summon Wall	Michael Sutfin	U U
_		Guinnon Mail	monder Oddilli	
	hite			
]	Bandage	Instant	Rebecca Guay	C
]	Calming Licid	Summon Licid	D. Alexander Gregory	U
]	Change of Heart	Instant	Ron Spencer	C
]	Contemplation	Enchantment	Brom	U
	Conviction	Enchant Creature	Paolo Parente	C
	Hidden Retreat	Enchantment	Terese Nielsen	R
	Honor Guard	Summon Soldier	Joel Biske	C
	Lancers en-Kor	Summon Soldiers	Pete Venters	U
]	Nomads en-Kor	Summon Soldiers	Val Mayerik	C
	Pursuit of Knowledge	Enchantment	DiTerlizzi	R
1	Rolling Stones	Enchantment	John Matson	R
ł	Sacred Ground	Enchantment	Terese Nielsen	B
	Samite Blessing	Enchant Creature	Rebecca Guay	C
j	Scapegoat	Instant	Daren Bader	U
]	Shaman en-Kor	Summon Cleric	Jeff Miracola	R
ì	Skyshroud Falcon	Summon Bird	Mike Raabe	n
	Smite	Instant		
]	Softari Champion	Summon Soldier	Daren Bader	C
			Adam Rex	R
	Spirit en-Kor	Summon Spirit	John Matson	C
-	Temper	Instant	Matthew Wilson	บ
	Venerable Monk	Summon Cleric	Terese Nielsen	С
	Wall of Essence	Summon Wall	Adam Rex	U
	Warrior Angel	Summon Angel	Brom	R
	Warrior en-Kor	Summon Knight	Stephen Daniele	U
	Youthful Knight	Summon Knight	Rebecca Guay	С
1	rtifact			
	Bullwhip	Artifact	Brom	U
	Ensnaring Bridge	Artifact	Pete Venters	R
	Heartstone	Artifact	John Matson	U
	Horn of Greed	Artifact	Jeff Miracola	R
	Hornet Cannon	Artifact	Ron Spencer	Ü
	Jinxed Ring	Artifact	M. W. Kaluta and DiTerlizzi	R
	Mox Diamond	Artifact	Dan Frazier	R
	Portcullis	Artifact	Kev Walker	R
	Skifting Wall	Artifact Creature	Michael Sutfin	U
	Sword of the Chosen	Legendary Artifact	Adam Rex	R
	Volrath's Laboratory	Artifact	Brom	R
1.	ulticolor			
4		0		_
	Acidic Sliver	Summon Sliver	Jeff Miracola	U
_	Crystalline Sliver	Summon Sliver	L. A. Williams	U
	Hibernation Sliver	Summon Sliver	Scott Kirschner	U
	Sliver Queen	Summon Legend	Ron Spencer	R
	Spined Sliver	Summon Sliver	Ron Spencer	U
	Victual Sliver 🥔	Summon Sliver	Terese Nielsen	U
a	nd			
		Lawrendows Cound	KauMathan	R
	Volrath's Stronghold	Legendary Land	Kev Walker	





Black

Bottomless Pit Enchantment Uncommon 1.00

Illus. Kev Walker During each player's upkeep, that player discards a card at random "I'm sure it came with the place. I don't think you build one on purpose." ---Gerrard

Brush with Death Sorcery Common

2 9

Illus. Stephen Daniele Buyback 2 . (You may pay an additional 2 🕿 🗣 when you play this spell. If you do, put it into your hand instead of your gravevard as part of the spell's effect.) Target opponent loses 2 life. You gain 2 life

Cannibalize Sorcery Common 19 Illus. Robert Bliss Choose two target creatures controlled by any one player. Remove one of those creatures from the game and put two +1/+1 counters on the other. 'Mine.

Corrupting Licid Summon Licid Uncommon 2 4 2/2 Illus. Thomas M. Baxa . . Corrupting Licid loses this ability and becomes a creature enchantment that reads "Enchanted creature cannot be blocked except by artifact crea-tures and black creatures"

instead of a creature. Move Corrupting Licid onto target creature. You may pay 🗣 to end this effect. **Crovax** the Cursed Summon Legend Rare 299 0/0

Illus. Pete Venters Crovax the Cursed counts as a Vampire.

Crovax comes into play with four +17+1 counters on it. During your upkeep, sacrifice a creature and put a +1/+1 counter on Crovax, or remove a +1/+1 counter from Crovax. . Crovax gains flying until end of turn

Dauthi Trapper Summon Minion lincommon 29

1/1 Illus, Thomas M, Baxa : Target creature gains shadow until end of turn. (This creature can block or be blocked by only creatures with shadow.) Merfolk tell their young of Dandân, humans of Rag Man. Dal tell tales of the Dauthi, and they are far worse



Death Stroke Sorcery Common

..... Illus. Colin MacNeil Destroy target tapped creature. For a sharp second, Selenia froze, and Crovax's blade found home. As the angel shattered like glass, Crovax felt his mind collapse-the curse had been fulfilled

Dungeon Shade Summon Spirit Common 3 👁 1/1 Illus. Jason Alexander Behnke Flying . Dungeon Shade gets +1/+1 until end of turn. A sickness stirs in its eyes, a nightmare born in darkened wails

Foul Imp Summon Imp Common ** 2/2 Illus. Jim Nelson

Flying When Foul Imp comes into play, lose 2 life. The imp, unaware of its own odor, paused to catch its breath...and promptly died.

Grave Pact Enchantment Rare 1 *** Illus, Scott Kirschner Whenever any creature you control is put into any graveyard, each other player sacrifices a creature. "The bonds of loyalty can tie one to the grave." --- Crovax

Lab Rats Sorcery Common 81

Illus. DiTerlizzi Buyback 4 (You may pay an additional 4 when you play this spell. If you do, put it into your hand instead of your graveyard as part of the spell's effect.) Put a Rat token into play. Treat this token as a 1/1 black creature.

Megrim Enchantment Hincommon 2 9

Hus. Donato Giancola Whenever any opponent discards a card. Megrim deals 2 damage to him or her. "You can run from your pain," explained Gerrard to Crovax, "but take it from experience: you will tire before it does."

Mind Peel Sorcery Uncommon æ

Illus. Adam Rex

Buyback 2 🗣 🗣 (You may pay an additional 2 ?? when you play this spell. If you do, put it into your hand instead of your graveyard as part of the spell's effect.) Target player chooses and discards a card.



Summon Spirit Bare 2.... 0/0 Illus. Paolo Parente Mindwarper comes into play with three +1/+1 counters on it. 2 \$, Remove a +1/+1 counter from Mindwarper: Target player chooses and discards a card. Play this ability as a sorcery.



Morgue Thrull Summon Thrult Common 2 🗭

2/2 Illus, Robert Bliss Sacrifice Morgue Thrull: Put the top three cards of your library into your graveyard. It's so hard to find good help these days

Mortuary Enchantment Rare 3 9 Illus. Robert Bliss Whenever any creature is put into your graveyard from play, put that creature on top of your library. "Think of them not as failures but as works in progress." --- Volrath

Rabid Rats Summon Rats Common 1 Ф 1/1 Illus Matthew Wilson ©: Target blocking creature gets -1/-1 until end of turn. Every sentence in Volrath's pris-

ons ends the same way.

Revenant Summon Spirit Rare

4 **@** */*

Illus. Terese Nielsen Flying Revenant has power and toughness each equal to the number of creature cards in your graveyard. "Not again." —Hans

Serpent Warrior Summon Soldier Common 29 3/3

Illus. Ron Spencer When Serpent Warrior comes into play, lose 3 life. A hiss before dying

Skeleton Scavengers Summon Skeletons Rare 29 0/0 Illus. Brian Snoddy

Skeleton Scavengers comes into play with one +1/+1 counter Pay 1 for each +1/+1 counter on Skeleton Scavengers: Regenerate Skeleton Scavengers and nut a +1/+1 counter on it.

Stronghold Assassin Summon Assassin Rare 1 .

2/1

Illus. Matthew Wilson . Sacrifice a creature: Destroy target nonblack creature. The assassin sees only throats and hears only heartbeats

Stronghold Taskmaster Summon Minion Uncommon 2.000 4/3 Illus. Brom All other black creatures get -1/-1. "With the completion of each joyous task, we are closer to Yawgmoth's divine vision." --Stronghold architect, journal

Torment Enchant Creature Соттоп 1.0 Illus. Paolo Parente Enchanted creature dets -3/-0. "Volrath has killed me. All that remains of me is the scar!"

Tortured Existence Enchantment Common Ф

-Tahngarth

Illus. Keith Parkinson Choose and discard a creature card: Return target creature card from your graveyard to your hand.

"There are terrors lurking in the unseen corners of us all." ----Crovax

Wall of Souls Summon Wall Uncommon **

0/4

Illus. John Matson (Walls cannot attack.) Whenever Wall of Souls is dealt combat damage, it deals an equal amount of damage to taraet opponent. 'It is the nature of evil to turn vou against vourself." ----Starke



Blue

Cloud Spirit Summon Spirit Common 2 6 3/1 Illus. Randy Gallegos Flying Cloud Spirit can block only crea-

tures with flying. Clouds are the soil, dreams are the crop. -Kor saying

Contempt **Enchant Creature** Common D# lilus, Val Maverik If enchanted creature attacks, return that creature and Con-

tempt to owner's hand at end of combat. Predictable little man. In all these years you taught me so much vet learned so little.

-Voirath, to Stark



Dream Halls Enchantment Rare

388

Illus. Matthew Wilson Instead of paying the casting cost for a spell of any color, its caster may choose and discard a card that shares at least one color with that spell. If the spell has & in its casting cost, & is 0. Within without.

Dream Prowler Summon Illusion Common 2.8 4

1/5 Illus. Richard Kane Ferguson Dream Prowler is unblockable as long as no other creatures are attacking.

"To think that some find sleep a restful state." --- Volrath

Evacuation Instant Rare

3 4 1 Illus. Rob Alexander Return all creatures to owners' hands.

The first step of every exodus is from the blood and the fire onto the trail.

Gliding Licid Summon Licid Uncommon 2.4

Wus, Heather Hudson *, @: Gliding Licid loses this ability and becomes a creature enchantment that reads "Enchanted creature gains flying" instead of a creature. Move Glid ing Licid onto target creature. You may pay 🕷 to end this effect.

Hammerhead Shark Summon Fish Common お 住

Illus. Stephen Daniele Hammerhead Shark cannot attack unless defending player controls any islands. Cross the eyes of a hami merhead and you'll dot its teeth



Hesitation Enchantment Uncommon 0 20 15.00 A.c.a Illus. Pete Venters If any spell is played, counter that spell and sacrifice Hesitation. Gerrard hesitated, looking up at the enemy ship. The future hesitated with him, changed forever by the pause.

Intruder Alarm Enchantment Rare 24

Illus. Donato Giancola Creatures do not untap during their controllers' untap phases. Whenever any creature comes into play, untap all creatures. Mirri was startled by Volrath's apparition-it had no scent.

Leap Instant Common

Illus. Kev Walker Target creature gains flying until end of turn Draw a card. Mirrí leapt quickly and silently. The guard died likewise.

Mana Leak Interrupt Common 重量

Illus. Christopher Rush Counter target spell unless its caster pays an additional "The fatal flaw in every plan is the assumption that you know more than your enemy."

----Volrath Mask of the Mimic Instant Uncommon

Illus. Heather Hudson Sacrifice a creature: Search your library for any copy of target creature card and put it into play. Shuffle your library afterwards.



Mind Games Instant Common

Illus, Andrew Robinson Buyback 28 (You may pay an additional 2 When you play this spell. If you do, put it into your hand instead of your graveyard as part of the spell's effect.) Tap target artifact, creature, or land

Ransack Sorcery Uncommon 3. 🐞

Illus. Ron Spencer Look at the top five cards of target player's library. Put any num-ber of those cards on the bottom of that player's library in any order and the rest on top of the player's library in any order.

Rebound Interrupt Uncommon M. C. Illus. Doug Chaffee Target spell, which targets only a single player, targets another player of your choice instead. Insult, like an arrow, is beyond control once loosed.

Reins of Power Instant Rare

244 Illus. Colin MacNeil You and target opponent each untap and gain control of all creatures the other controls until end of turn. Those creatures are unaffected by summoning sickness this turn.

Sift Sorcerv Common Illus. Pete Venters Draw three cards, then choose and discard a card. "Twice I have let the Legacy slip away. Never again. -Karn, silver golem



Silver Wyvern Summon Drake Rare 3** 4/3 Illus. Colin MacNeil Flying . Target spell or ability, which targets only Silver Wyvern, targets another creature of your choice instead. Play this ability as an interrupt.

Spindrift Drake Summon Drake Common

2/1 Illus. Anthony S. Waters Flying

During your upkeep, pay & or sacrifice Spindrift Drake Sea brine for blood, washing foam for laughter.

Thalakos Deceiver Summon Wizard Rare 3 🐞

1/1 Illus. Andrew Robinson Shadow (This creature can block or be blocked by only creatures with shadow.) Sacrifice Thalakos Deceiver: Gain control of target creature permanently. Use this ability only if Thalakos Deceiver is attacking and unblocked.

Tidal Surge Sorcery Common Illus. Doug Chaffee Tap up to three target creatures without flying. "It is nature that gives us our boundaries and nature that enforces them." -Eladamri, Lord of Leaves



Tidal Warrior Summon Merfolk Common

* 1/1 Illus. Daren Bader C: Target land is an island until end of turn. The tide of battle favors those who can swim

Volrath's Shapeshifter Summon Shapeshifter

Rare **王·法·法**

0/1 Illus. Ron Spencer

As long as the top card of your gravevard is a creature card. Volath's Shapeshifter is a copy of that card, except that Volrath's Shapeshifter retains its abilities : Choose and discard a card.

Walking Dream Summon Illusion Uncommon

3 * 3/3 Illus. Richard Kane Ferguson

Walking Dream is unblockable. Walking Dream does not untap during your untap phase if any opponent controls two or more creatures Dreams, by definition, live shorter lives than those who dream them

Wall of Tears Summon Wall Uncommon 1. 1

0/4Illus. Rebecca Guay (Walls cannot attack.) If Wall of Tears blocks any creatures, return each of those creatures to owner's hand at end of combat.

"Many have been lost to pity."

-Karn, silver golem



'een

Awakening Enchantment Rare 2....

Illus, Dan Frazier At the beginning of each player's upkeep, untap all creatures and lands. "There are times when destiny

calls forth a people and demands an action. Now is the time. We are the people. This is our action. Charge! -Eladamri, Lord of Leaves

Burgeoning Enchantment Rare

Illus. Randy Gallegos Whenever any opponent plays a land, you may choose a land card from your hand and put it into

"The plants said, 'We will fight the stone with root and stem and seed. We are patient. We will win.'

---Skyshroud myth of the forest

Carnassid Summon Beast Rare

4 😤 🕏 5/4

Illus. Brom

Trample 1 .: Regenerate Carnassid. The hunter would never forget the time or place where he first met the carnassid, for they buried him there.

Constant Mists Instant

Uncommon 1.

Illus. Dermot Power Buyback—Sacrifice a land. (You may sacrifice a land in addition to any other costs when you play this spell. If you do, put Constant Mists into your hand instead of your graveyard as part of the spell's effect.) Creatures deal no combat damage this turn.

Crosshow Ambush Instant Common

*

Illus, Key Walker All creatures you control can block creatures with flying until end of turn. There is no drake that flies faster than a crossbow bolt.

—Vec savino Elven Rite Sorcery Uncommon

1.4

Illus. Jeff Miracola Put two +1/+1 counters, distributed any way you choose, on any number of target creatures. As the bough stretches, so shall vou arow.

As the roots spread, so shall you thrive

Endangered Armodon Summon Elephant Common 2.....

Illus. Key Walker If you control any creature with toughness 2 or less, sacrifice Endangered Armodon. These are its last days. Its doom to be remembered only until the hunters hunger again.

Hermit Druid Summon Druid

Rare

1. 1/1 Illus. Heather Hudson . C: Reveal cards from the top of your library until you reveal a basic land card. Put that card into your hand and put all other revealed cards into your grave vard. Seeking the company of plants

ensures that your wits will go to seed.

Lowland Basilisk Summon Basilisk Common ·2 🗭 1/3 Illus. Randy Gallegos Whenever Lowland Basilisk damages any creature, destroy that creature at end of combat. Unlike their cousins, Rathi basilisks turn their victims into puddles of flowstone

Mulch Sorcery

Common Illus. Rebecca Guay Reveal the top four cards of your library to all players. Put any of those cards that are lands into your hand and the rest into your graveyard. Hope is the one crop that can

grow in any climate. Overgrowth Enchant Land

Common

2 🌩 Illus. Rob Alexander Whenever enchanted land is tapped for mana, it produces an additional 👁 🕈 Life needs no encouragement





Primal Rage Enchantment Uncommon

1. 🖷 Illus. Brian Snoddy All creatures you control gain trample "Charge!" A great cry went out, and countless elves and Vec soldiers charged up the mountain. Their fury and passion hid the fact that they were horribly outnumbered

Provoke Instant Common

1 👁 Illus. Terese Nielsen Untap target creature you do not control. That creature blocks this turn if able Draw a card. Mirri did not have time to think, only to react.

Skyshroud Archer Summon Elf Common

1/1

Illus, Jeff Miracola @: Target creature with flying gets -1/-1 until end of turn. In Rath, arrows are guided not by virtue but by necessity.

Skyshroud Troopers Summon Elves Common

3 🖷 3/3 Illus. DiTerlizzi ©: Add @ to your mana pool. Play this ability as a mana source.

"We were not made for war. Like flowstone, Volrath shaped us to it." -Eladamri, Lord of the Leaves



Spike Breeder Summon Spike Rare

3 🕈

0/0 Illus, Adam Rex

Spike Breeder comes into play with three +1/+1 counters on it. 2, Remove a +1/+1 counter from Spike Breeder: Put a +1/+1 counter on target creature. Spike Breeder: Put a Spike token into play. Treat this token as a 1/1 oreen creature.

Spike Colony Summon Spike Common 0/0 Illus, Douglas Shuler



TRONGHOLD

Spike Colony comes into play with four +1/+1 counters on it. 2, Remove a +1/+1 counter from Spike Colony: Put a +1/+1 counter on target creature.

Spike Feeder Summon Spike Uncommon 1.0.0 0/0

Illus. Heather Hudson Spike Feeder comes into play with two +1/+1 counters on it. 2, Remove a +1/+1 counter from Spike Feeder: Put a +1/+1 counter on target creature. Remove a +1/+1 counter from

Spike Feeder: Gain 2 life.

Spike Soldier Summon Spike Uncommon 2 ... 0/0

Illus. Randy Elliott Spike Soldier comes into play with three +1/+1 counters on it. 2, Remove a +1/+1 counter from Spike Soldier: Put a +1/+1 counter on target creature. Remove a + 1/+1 counter from Spike Soldier: Spike Soldier gets +2/+2 until end of turn.

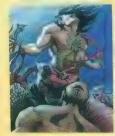
Spike Worker Summon Spike Common 2 . 0/0 Illus, Daniel Gelon Spike Worker comes into play with two +1/+1 counters on it. 2, Remove a +1/+1 counter from Spike Worker: Put a +1/+1 counter on target creature.



Spined Wurm Summon Wurm Common 4 🕈 5/4 Illus. Keith Parkinson "As it moved, the wurm's spines gathered up bits of flowstone. which took the shapes of dead villagers' heads. Each head spoke a single sound, but if taken together, they said, 'Alas for the

Tempting Licid Summon Licid Uncommon 2 🕈 2/2 Illus. Randy Gallegos . Itempting Licid loses this ability and becomes a creature enchantment that reads "All creatures able to block enchanted creature do so" instead of a crea-

living." -Dal myth of the wurm



ture. Move Tempting Licid onto target creature. You may pay 🍨 to end this effect.

Verdant Touch Sorcery Rare 1.4

Illus. M. W. Kaluta and DiTerlizzi Buyback 🕸 (You may pay an additional 3 when you play this spell. If you do, put it into your hand instead of your graveyard as part of the spell's effect.) Target land becomes a 2/2 creature permanently. (This creature still counts as a land.)



Volrath's Gardens Enchantment Rare 1. C Illus, Bob Alexander (2), Tap a creature you control: Gain 2 life. Play this ability as a sorcery "Watch yourself," warned Starke. 'These plants aren't nice when they're hungry."

Wall of Blossoms Summon Wall Uncommon

(B) (B) 0/4Illus. Heather Hudson (Walls cannot attack.) When Wall of Blossoms comes into play, draw a card. Fach flower identical, every leaf and petal disturbingly exact.

Red Amok

Uncommon

Enchantment Rare 1 3 **Illus.** Dermot Power (), Discard a card at random: Put a +1/+1 counter on target creature. Crovax's rage was horrifying. Within moments only blood and shreds of flesh remained of the shapeshifter **Convulsing Licid** Summon Licid

2 2 2/2 Illus, Scott Kirschner a, c: Convulsing Licid loses this ability and becomes a creature enchantment that reads 'Enchanted creature cannot block" instead of a creature. Move Convulsing Licid onto target creature. You may pay @ to end this effect.

Summon Giant Common 23 4/1 Illus. Brian Snoddy Craven Giant cannot block. What is high as a mountain and low as a snake? --- Dal riddle

Craven Giant

Duct Growler Summon Insect Common 1/1 Illus. Stephen Daniele 1 2: Target creature cannot block Duct Crawler this turn.

"The mountain's ducts will be like organ pipes, amplifying the glorious roar of the dying. -Stronghold architect, journal

Fanning the Flames

Sorcery Uncommon xaa Illus. Ron Spencer Buyback 3 (You may pay an additional 3 when you play this spell. If you do, put it into your hand instead of your graveyard as part of the spell's effect.) Fanning the Flames deals X damage to target creature or player.

Flame Wave

Sorcerv Uncommon 3 2 2 2 2 2 Illus, Donato Giancola Flame Wave deals 4 damage to target player and each creature he or she controls. "I hear the roaring of a wave whose waters are red and whose mists are black." -Oracle en-Vec

Fling Instant Common 12 Illus. Paolo Parente Sacrifice a creature: Fling deals damage equal to the sacrificed creature's power to target creature or player.

Flowstone Blade **Enchant Creature** Common

Illus. L. A. Williams a: Enchanted creature gets +1/-1 until end of turn. "Remember the fable of the elf who came upon a cave of gold. In trying to free the largest piece, she was crushed by its weight." -Karn, silver golem

Flowstone Hellion Summon Beast Uncommon 4 2 3/3 Illus, Daren Bader Flowstone Hellion is unaffected by summoning sickness. @: Flowstone Hellion gets +1/-1 until end of turn. Volrath leaves no stone untrained.



Flowstone Mauler Summon Beast Rare 422 4/5 Illus. Paolo Parente Trample Flowstone Mauler gets +1/-1 until end of turn. Once these horrifying creatures were perfected, there was no need for armodons.

Flowstone Shambler Summon Beast Common 23 2/2 Illus. Jim Nelson a: Flowstone Shambler gets +1/-1 until end of turn. Flowstone troops are notoriously

difficult to keep in formation. Furnace Spirit

Summon Spirit Соттол 23 1/1 Illus. Jeff Miracola Furnace Spirit is unaffected by summoning sickness. 2: Furnace Spirit gets +1/+0 until end of turn. If it can survive the Furnace, you don't want it near you.



Heat of Battle Enchantment Uncommon 12 Illus. Matthew Wilson Whenever any creature blocks,

Heat of Battle deals 1 damage to that creature's controller. "Takara, it's me!" shouted Starke. It was no use-she obeyed Volrath.

Invasion Plans Enchantment Rare 23 Illus. Pete Venters Each creature blocks whenever ahle. Attacking player chooses how each creature blocks. (All blocking assignments must still be legal.) Gerrard studied the globe as Mirri kept watch. Suddenly, his eyes widened. "This is Dominaria!"

Mob Justice Sorcerv Common 12 Illus. Ron Spencer Mob Justice deals 1 damage to target player for each creature you control A single stone can start an avalanche

Mogg Bombers Summon Goblins Common 32 3/4 Illus. Dermot Power If any other creature comes into play, sacrifice Mogg Bombers and it deals 3 damage to target player Behind every great mogg bomber is another mogg with a shovel

and a basket. Mogg Flunkies

Summon Goblins Common 12

3/3 illus. Brom

Mogg Flunkies cannot attack or block during a turn in which no other creature you control attacks or blocks They'll attack whatever's in front of them-as long as you tell them where that is.

Mogg Infestation Sorcery Rare 3 3 3 Illus. Pete Venters Destroy all creatures target player controls. For each creature put into any graveyard in this way, put two Goblin tokens into play under that player's control. Treat these tokens as 1/1 red creatures.

Mogg Mantae Summon Goblin Uncommon 12 1/1 Illus. Brian Snoddy

Whenever Mogg Maniac is dealt damage, it deals an equal amount of damage to target opponent. Stand clear if he gets an itch. Ruination

Sorcery Rare 4.3 Illus. Dermot Power Destroy all nonbasic lands. "We have built a wall upon sand. The wall will vanish. The sand will remain." -Oracle en-Vec

Seething Anger Sorcery Common

Illus. Val Mayerik Buyback 🚿 (You may pay an additional @ when you play this spell. If you do, put it into your hand instead of your graveyard as part of the spell's effect.) Target creature gets +3/+0 until end of turn.



Summon Phoenix Rare 4 2 2/2 flius, Paolo Parente Flying a a a: Put Shard Phoenix into your hand. Use this ability only if Shard Phoenix is in your graveyard and only during your

upkeep. Sacrifice Shard Phoenix: Shard Phoenix deals 2 damage to each creature without flying.

Shock Instant Common

2 Illus. Randy Gallegos

Shock deals 2 damage to target creature or player. Lightning tethers souls to the world. ~ -Kor saying



Spitting Hydra Summon Hydra Rare 3 9 9 0/0

Illus. Daren Bader Spitting Hydra comes into play from Spitting Hydra: Spitting Hydra deals 1 damage to target creature.

Wall of Razors Summon Walt Uncommon 1 2 4/1 Illus. Michael Sutfin (Walls cannot attack.) First strike "In this blessed structure let the very walls baptize themselves in the blood of intruders." -Stronghold architect, journal

White

Bandage Instant Common

Illus. Rebecca Guay Prevent 1 damage to any creature or player. Draw a card Takara shook with guilt. She knew the last image her father had seen was her sword flashing foward him.

Galming Licid Summon Licid Uncommon 2* 2/2

Illus, D. Alexander Gregory *, @: Calming Licid loses this ability and becomes a creature enchantment that reads "Enchanted creature cannot attack" instead of a creature. Move Calming Licid onto target creature. You may pay * to end this effect

Change of Heart Instant Common

Illus, Ron Spencer Buyback 🐲 (You may pay an additional @ when you play this spell. If you do, put it into your hand instead of your graveyard as part of the spell's effect.) Target creature cannot attack this turn.

Contemplation Enchantment Uncommon *** Illus, Brom Whenever you successfully cast a

spell, gain 1 life. "How fascinating it is to watch the machinations of one's own mind play themselves out." -Volrati

Conviction **Enchant Creature** Common ·** Illus. Paolo Parente

It's raining rats and mogos.

Enchanted creature gets +1/+3. *: Return Conviction to owner's band

It was not the minotaur's shoulders but his soul that bore the heaviest weight.



Hidden Retreat Enchantment Rare 2条

Illus. Terese Nielsen

Choose a card in your hand and put it on top of your library: Prevent all damage from an instant or sorcery. (Treat further damage from that source normally.) After an hour in the hidey-hole, Squee seriously pondered the advantages of danger over boredom.

Honor Guard Summon Soldier Common

1/1 Illus. Joel Biske *: Honor Guard gets +0/+1 until end of turn "It is not a choice I make, to have this guard. It is the choice of my people, and my duty to them." -Oracle en-Vec

Lancers en-Kor Summon Soldiers Uncommon 3** 3/3 Illus. Pete Venters Trample

: Redirect 1 damage from Lancers en-Kor to a creature you control. Nearly all sets of Kor twins are trained as lancers.

Nomads en-Kor Summon Soldiers Common

1/1 Illus, Val Maverik

0 : Redirect 1 damage from Nomads en-Kor to a creature you control. The Kor forsake roots for the

winding of the path; forsake voices for the silence of the mind: forsake all else for the poverty of



Pursuit of Knowledge Enchantment Rare 3*

Illus, DiTerlizzi

Skip drawing a card: Put a study counter on Pursuit of Knowledge. Remove three study counters from Pursuit of Knowledge, Sacrifice Pursuit of Knowledge: Draw seven cards.

Rolling Stones Enchantment Rare

1 * Illus John Matson Walls can attack as though they were not Walls. Walls collapse and kill people all the time. Some are just more aggressive about it.

Sacred Ground Enchantment Rare 1.46

Illus, Terese Nielsen Whenever an effect controlled by any opponent puts a land into your graveyard from play, put that land into play. "That which knows itself cannot be shaped to another's will.' -Oracle en-Vec

Samite Blessing Enchant Creature Common

Illus. Rebecca Guay Enchanted creature gains "@: Prevent all damage to any creature from any one source." (Treat further damage from that source normally.) Knit bone, darn flesh, Stitch skin, weave breath. -Samite healing ritual



Scapegoat Instant Uncommon

Illus. Daren Bader Sacrifice a creature: Return any number of target creatures you control to owner's hand. "Eniov vour deception, Vuel." Gerrard said, as Volrath's features melted from the dead shapeshifter. "I'll count this one as practice.

Shaman en-Kor Summon Cleric Rare

1* 1/2Illus. Jeff Miracola O: Redirect 1 damage from Shaman en-Kor to a creature you control.

1 *: Redirect to Shaman en-Kor all damage deait to any one creature from any one source.

Skyshroud Falcon Summon Bird Common 1*

1/1 Illus. Mike Raabe Flying Attacking does not cause Skyshroud Falcon to tap. The falcon slits the sky to let the light drip through. ---Kor saying Smite Instant Common

2 *

Illus. Daren Bader Destroy target blocked creature. "You've got your childhood wish at last. Now you get to die." ---Gerrard, to Volrath

Soltari Champion Summon Soldier Rare

2/2 Illus. Adam Rex Shadow (This creature can block or be blocked by only creatures with shadow.) If Soltari Champion attacks, all other creatures you control get +1/+1 until end of turn.

Spirit en-Kor Summon Spirit Common 3 *

2/2 Illus. John Matson

Flying 1: Redirect 1 damage from Spirit en-Kor to a creature you control. Death free throat from thirst, mouth from speech, feet from earth. -Kor requiem

Temper Instant Uncommon *1 8 Illus. Matthew Wilson Prevent up to X damage to target creature. For each 1 damage prevented in this way, put a +1/+1 counter on that creature "I don't need a plan, just a goal, The rest will follow on its own." -Gerrard

Venerable Monk Summon Cleric Common 2*

2/2 Illus, Terese Nielsen When Venerable Monk comes into play, gain 2 life Age wears the flesh but galvanizes the soul.

Wall of Essence Summon Wall Uncommon 1*

0/4

Illus, Adam Rex (Walls cannot attack.) For each 1 combat damage dealt to Wall of Essence, gain 1 life. The ceiling and the floor fell in love, but only the wall knew. -Dal saving



Warrior Angel Summon Angel Rare 4 ** 3/4

Illus, Brom Flying For each 1 damage Warrior Angel deals, gain 1 life. She represents not hope, but hope's desperate fury.



Warrior en-Kor ummön Knight. Uncommon ** 2/2 Illus. Stephen Daniele

0: Redirect 1 damage from Warrior en-Kor to a creature you control Only a matter as vital as destroying Volrath could bring together

the reclusive Kor people Youthful Knight Summon Knight Common

1* 2/1 Illus. Rebecca Guay First strike "Let no child be without a sword. We will all fight, for if we fail, we will certainly all die."

Artifact

Bullwhip Artifact Uncommon

----Oracle en-Vec

Illus, Brom

2, @: Bullwhip deals 1 damage to target creature. That creature attacks this turn if able. "Pain is a crude way to enforce obedience, but it is cheap and plentiful." ---Volrath

Ensnaring Bridge Artifact Rare Illus. Pete Venters Each creature with power greater than the number of cards in your hand cannot attack. "I expected a fight, but I didn't expect it from the building itself."

-Gerrard

Heartstone Artifact Uncommon

Illus, John Matson The cost of each creature ability requiring an activation cost is reduced by 1. This cannot reduce an ability's generic mana cost to less than 1. "Finding a true heartstone is even harder than finding a true heart." —Hanna

Horn of Greed Artifact Rare

Illus, Jeff Miracola Whenever any player plays a land, that player draws a card. "Rath grows, and I am nourished." --- Volrath

Hornet Cannon Artifact Uncommon

Illus. Ron Spencer 3, @: Put a Hornet token into play. Treat this token as a 1/1 artifact creature with flying that is unaffected by summoning sickness. At end of turn, destroy the token

Jinxed Ring Artifact Rare

Illus, M. W. Kaluta and DiTerlizzi Whenever any card is put into your graveyard from play, Jinxed Ring deals 1 damage to you. Sacrifice a creature: Target opponent gains control of Jinxed Ring permanently.

Mox Diamond Artifact Rare 0 Illus. Dan Frazier When Mox Diamond comes into

play, choose and discard a land card or sacrifice Mox Diamond. Add one mana of any color to your mana pool. Play this ability as a mana source.

Portcullis Artifact Rare

Illus. Kev Walker

Whenever any creature comes into play, if there are two or more other creatures in play, set that creature aside. If Portcullis leaves play, put the creature into play under its owner's control.

Shifting Wall Artifact Creature Uncommon

0/0 Illus, Michael Sutfin Shifting Wall counts as a Wall. (Walls cannot attack.) Shifting Wall comes into play with X+1/+1 counters on it. "You'd almost think Volrath doesn't want me here," -Gerrard

Sword of the Chosen Legendary Artifact Rare 1 Illus. Adam Rex C: Target legend gets +2/+2 until end of turn. One shard of Selenia yet remained.



Volrath's Laboratory Artifact Rare

lilus, Brom When you play Volrath's Laboratory, choose a color and creature

type 5. @: Put a token creature into play. Treat this token as a 2/2 creature of the chosen color and creature type

Multicolor

Acidic Sliver Summon Sliver Uncommon • 3

2/2 Illus, Jeff Miracola Each Sliver gains ", Sacrifice this creature: This creature deals 2 damage to target

creature or player." The first sliver burst against the cave wall, and others piled in behind to deepen the new tunnel.

Crystalline Sliver Summon Sliver Uncommon * 4

2/2 Illus, L. A. Williams Slivers cannot be the target of spells or abilities. Bred as living shields, these slivers have proven unruly----they know they cannot be caught.

Hibernation Sliver Summon Sliver Uncommon 4 4

2/2 Illus. Scott Kirschner Each Sliver gains "Pay 2 life: Return this creature to owner's hand."

Mogglings have been known to play ball with hibernating slivers, completely unaware of their true nature.



Sliver Queen Summon Legend Rare ***** 7/7 Illus. Ron Spencer Sliver Queen counts as a Sliver.*

2: Put a Sliver token into play. Treat this token as a 1/1 colorless creature Her children are ever part of her.

Spined Sliver immon Sliver Uncommon 34

2/2 Illus. Ron Spencer If any Sliver is blocked, it gets +1/+1 until end of turn for each creature blocking it. "Slivers are evil and slivers are sly; And if you get eaten, then no one will cry."—Mogg children's rhyme

Victual Sliver Summon Sliver Uncommon ** 2/2

Illus. Terese Nielsen Each Sliver gains " @, Sacrifice this creature: Gain 4 life." "We are kinfolk," explained Karn to the sliver queen. "Just as you need your progeny to complete you, so do I need the pieces of the Legacy to make me whole."

Land

Volrath's Stronghold Legendary Land Rare Illus. Kev Walker C: Add one colorless mana to your mana pool. from your graveyard on top of your library. The seed of a world's evil.



kay, we admit it.

One "Bestiaf 1997" (woden's pall in igene#20 svis just a play to help us figure out which games the average Dealing reader wante to play. You've

foiled our nefacious scheme, koncever, betanne that remain of our poll only about a bat a wildly diverse. manch provine. There is no such thing as an increase Dw/intreader In mmigration the difference britterin free, second, and third place votes mus in single digits.

Aurman, here are some picks für the creater of the gaming crop in 1997; and maybe, just musly, rou'll take a moment away from congratedating your favorines to symptotic with the editorial will to they do there very best to keep giving you what you when

Enjoy The Ondotated

A Trip to Hell on Gossamer Wings

Best Computer Action Game: **Diablo** (Blizzard Entertainment)

The sound and graphics presentation of this extremely frantic search-anddestroy game makes



by the hundreds seem like a beautiful dream (at least until you face their noisome master). Hint: If you find you can't

wake up, keep chanting, "It's only a PC game, it's only a PC game "

Honorable Mentions: MDK, Quake, and Tomb Baider

Honorable Mentions: Close Combat, Steel Panthers II, and Wooden Ships & Iron Men

Not Bloody Carnage, but an Incredible Simulation

Best Computer Simulation Game: MechWarrior 2: Mercenaries (Activision)

Forget about the 'Mechs themselves, FASA's world of ambulatory war machines is the true juggernaut of gaming. This version of "giant battle tanks with legs going head-tohead" is a quantum leap over Mech-Warrior in terms of gameplay, sound effects, and speed. We've saved you a seat in the cockpit, and only the best 'Mech jockeys need apply.

Honorable Mentions: AH-64D Longbow, NASCAR Racing 2, and X-Wing vs. TIE Fighter

The Irregular, Multi-Colo



The Best of 1997

APPL INT THE DURLIST

The Best Laid Plans of Mice and Men

Best Computer Strategy Game: Heroes of Might and Magic II (New World Computing)

A near-perfect sequel is familiar and improves the original without being stale. This sequel nearly achieves perfection by increasing the number of characters (both heroes and monsters) and the options available to them, while also beefing up its multiplayer capability.

Honorable Mentions: Lords of the Realm II, Master of Orion II: Battle at Antares, and Warlords III: Reign of Heroes

War May Be Hell, but **This Sure Is Fun**

Best Computer War Game: Panzer General II (SSI)

Apart from The History Channel and the war itself, a computer gamer's monitor is the best place to see endless scenes of World War II carnage. Into this crowded milieu comes PZII, which established a new benchmark for detail, strategy, and blood-and-guts military heroism that the rest of the industry has yet to surpass. If you don't gasp at the beautifully rendered scenario maps, have someone check your pulse.



Now That's a Big Sword

Best Console Game: Final Fantasy VII (Squaresoft)

PlayStation's blockbuster roleplaying adventure has so much action and spectacle (plus some off-track betting to help you relax) that you might not even notice the detailed plot-which would be a shame, since you'd also miss some of the best animation on the market.

Honorable Mentions: Tomb Raider, Mario Kart 64, and Star Fox 64



Running Five Rings Around the Competition

Best Roleplaying Game: Legend of the Five Rings (Alderac Entertainment Group)

Best Non-Wizards Standalone TCG: Legend of the Five Rings: Obsidian Edition (Five Rings Publishing)

Best Non-Wizards TCG Expansion: *Legend of the Five Rings: Crimson & Jade* (Five Rings Publishing)

D EnVelo

impress new generations of readers, Iron Crown's Tolkien-themed TCG continues to impress gamers. This expansion's haunting depictions of Ringwraiths, Isengard, and the Lidless Eye itself were enough to make anyone long for a comfortable weekend in a cozy hobbit hole.

Honorable Mentions: Legend of the Five Rings: Anvil of Despair, Mythos: The Dreamlands, and Imajica

Blowing It All Away

Best Wizards Standalone Game: *Magic: The Gathering*—*Tempest*

Best Wizards **Magic** Release: *Tempest* ComStar to the front lines, and showed the high play value of a kick-ass paint job.

Honorable Mentions: *BattleTech: Counterstrike*, Corporate Shuffle, and *RoboRally:* Crash and Burn

Picture This

Best Wizards Card Art: *Magic: The Gathering*—Tempest

Speaking of *Tempest*'s card art (a major source of its appeal), it's hard to go wrong with old favorites like Pete Venters and Quinton Hoover, and fresh faces like Brom and Paolo Parente working side-by-side. Coupling the visual *tour de force*

Honorable Mentions (Best Issue): #17 (Weatherlight), #15 (Visions), and #19 (**BattleTech**)

Honorable Mentions (Best Cover): #18 (*Portal*—"Maraxus of Keld"), #17 (*Weatherlight*—"Mirri"), and #16 (*Fifth Edition*—"Phantom Monster")

You and Your Folks, Me and My Folks

Best *Duelist* House Rules Variant: Tribal Magic (#15)

Alexander Blumke provided this constructed-deck variant that requires each player to choose a summon type around which to build his or her deck, with only spells that specifically refer to that chosen creature type. Readers overwhelmingly appreciated the

Introduced to Duelist readers in issue #16 as "The Best Game You Never Heard Of," L5R's inherent strengths capitalized on that brief introduction and went on to impress both Duelist readers and Wizards' top brass. The first TCG to truly integrate gameplay, backstory, and tournament results was followed by an equally strong and innovative RPG that allowed gamers of all kinds to fully explore its rich, textured gamescape. Crimson & Jade provided the penultimate chapter of the TCG's first complete arc and set players up to determine the end of the story at the "Day of Thunder" tournament and in the Time of the Void expansion.

Honorable Mentions (RPG): MIB: Men in Black, Werewolf: *The Wild West*, and Noir

Honorable Mentions (Standalone): Middle-earth: The Lidless Eye, The X-Files: The Truth Is Out There, and Mythos: The Dreamlands

Honorable Mentions (Expansion set): Middle-earth: Against the Shadow, Star Wars: Hoth, and Star Wars: Dagobah

Feast Your Eye on This

Best Non-Wizards Card Art: Middle-earth: The Lidless Eye (Iron Crown Enterprises)

As Tolkien's masterpiece continues to



The major Magic release of 1997 captured the major share of our readers' attention. With the introduction of buyback, Licids, Slivers, creatures with shadow, and a plotline that was integrated into the card art, *Tempest* gave the whole range of players something to get happy about.

Honorable Mentions (Standalone): *Magic: The Gathering*—*Fifth Edition*, Corporate Shuffle, and *Magic: The Gathering*—*Portal*

Honorable Mentions (**Magic** Release): *Weatherlight, Visions,* and *Portal*

Human Resources

Best Wizards Non-Magic Release: BattleTech: Mercenaries

'Mechs may be the most compelling (and fun) aspect of life in the 31st century, but it was the hired pilots that fired up our readership. *Mercenaries* put out the "help wanted" sign, brought the enigmatic

to the story didn't hurt readers' (or players') appreciation, either.

Honorable Mentions: Magic: The Gathering— Weatherlight, Magic: The Gathering—Visions, and Magic: The Gathering—Fifth Edition

Aw, Shucks... You Shouldn't Have

Best *Duelist* Issue: **#20 (Tempest)**

Best *Duelist* Cover: #20 (*Tempest*– "Selenia, Dark Angel" by Matt Wilson)

One category certainly influenced the other in this case, but Matt Wilson's "Selenia, Dark Angel" was easily one of the best graphics ever to grace our cover, capping a full year of strong, vibrant images. Duelist #20 also benefited from Tempest's popularity (it featured our all-out Tempest coverage, including our first-ever storyboard) and the fact that the ballot was actually in that issue. Any way you look at it, we're proud of that issue and we're proud of the response it got.

notion of Thrulls squaring off against Goblins, and Orcs taking on Soldiers, but personally, we like the very messy concept of Zombies mixing it up with Fungi.

Honorable Mentions: Toronto Draft (#19), Three-Card Challenge (#16), and Hong Kong Hodgepodge (#18)

And the Big Winner Is...

...Nick Paladino of Meadville, Pennsylvania. Nick's ballot was drawn at random by our independent auditor's firm of Dewie, Cheatam, and Howe. Congratulations, Nick. A box of *Stronghold* boosters is your reward and will arrive shortly. *

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	n M=Multi-colored R=Red W=White A=Arti		U=Uncommon R=Rare
ALPHA/BETA/UNLIMITED CARD LIST	ALPHA/BETA/UNLIMITED CARD L	IST (cont.)	LIMITED CARD LIST (cont.)
Packs Box 3 Alpha Starters call call \$47	96		BlR\$19.00\$19.00\$3.00
Alpha Boosters call call \$47 Beta Starters \$289 \$2595 \$48	95 Braingeyser B1 R \$27.00 \$ Burrowing R U \$3.00	37.00\$9.00Dwarven Demolition Team\$3.00\$1.00Earth Elemental	
Beta Boosters \$124 \$4295 \$48 Unlimited Starters \$219 \$1995 \$24	95 Castle W U \$3.00 Celestial Prism A U \$3.00	\$3.00 \$1.00 Elvish Archers \$3.00 \$1.00 Evil Presence	G R \$24.00 \$30.00 \$5.00 Bk U \$3.00 \$3.00 \$1.00 R C \$5.00 \$5.00 \$2.00
Unlimited Boosters \$99.95 \$3295 \$24 Alpha/Beta commons not listed \$2.	25 Chaos Orb A R \$89.00 \$1 Oc Chaoslace R R \$9.00	09.00 \$69.00 Farmstead \$9.00 \$1.00 Fastbond	W R \$9.00 \$9.00 \$2.00 G R \$24.00 \$24.00 \$7.00 B1 U \$3.00 \$3.00 \$1.00
Unlimited commons not listed \$0.75	Cone Bi U \$19.00 \$ Cockatrice G R \$17.00 \$ Consecrate Land W U \$14.00 \$	22.00 \$5.00 Fire Elemental 1 17.00 \$4.00 Fireball 1 14.00 \$9.00 Flashfires 1	R U \$4.00 \$4.00 \$1.00 R C \$6.00 \$7.00 \$.50 R U \$3.00 \$3.00 \$1.00
Air Elemental BI U \$7.00 \$9.00	Conservator A U \$3.00 Contract from Below Bk R \$9.00 Control Magic Bl U \$13.00 \$	\$3.00 \$1.00 Force of Nature \$9.00 \$2.00 Forcefield 14.00 \$2.00 Fork	G R \$25.00 \$29.00 \$7.00 A R \$139.00 \$139.00 \$95.00 R R \$35.00 \$45.00 \$16.00
Animate Artifact B1 U \$5.00 \$6.00 Animate Dead Bk U \$6.00 \$8.00 \$	\$1.00 Copper Tablet A U \$12.00 \$	13.00 \$6.00 Gaea's Liege 29.00 \$7.00 Gauntlet of Might	G R \$11.00 \$14.00 \$4.00 G R \$13.00 \$15.00 \$5.00 A R \$129.00 \$129.00 \$89.00 G C \$4.00 \$4.00 \$.50
Ankh of Mishra A R \$12.00 \$14.00 Armageddon W R \$44.00 \$60.00	\$2.00 Crusade W R \$38.00 \$ \$9.00 Crystal Rod A U \$3.00	44.00 \$8.00 Glasses of Urza 4 \$3.00 \$1.00 Gloom	A U \$3.00 \$3.00 \$1.00 Bk U \$3.00 \$3.00 \$1.00
Bad Moon Bk R \$35.00 \$42.00	\$4.00 Cursed Land Bk U \$3.00 \$8.00 Cyclopean Tomb A R \$70.00 \$ \$8.00 Dark Ritual Bk C \$5.00 \$ \$4.00 Dark Ritual Bk C \$5.00 \$ \$4.00 Darknact Bk R \$9.00	60.00 \$49.00 Goblin King \$7.00 .50 Granite Gargoyle	R U \$3.00 \$3.00 \$1.00 R R \$19.00 \$24.00 \$3.00 R R \$24.00 \$3.00 \$1.00 W U \$3.00 \$1.00 \$3.00 \$1.00
Basalt Monolith A U \$6.00 \$8.00 Bayou L R \$50.00 \$59.00 \$	\$1.00 Deathgrip Bk U \$3.00 15.00 Deathlace Bk R \$9.00	\$3.00 \$1.00 Helm of Chatzuk \$9.00 \$1.00 Hive, The	A R \$9.00 \$9.00 \$1.00 A R \$10.00 \$12.00 \$2.00
Birds of Paradise G R \$37.00 \$43.00 Black Knight Bk U \$9.00 \$17.00		24.00 \$8.00 Hurricane 0 19.00 \$6.00 Hypnotic Specter	G U \$3.00 \$3.00 \$1.00 Bk U \$15.00 \$19.00 \$2.50
Black Vise A U \$17.00 \$19.00 Black Ward W U \$3.00 \$3.00	\$1.50 Disenchant W C \$5.00 \$1.00 Disintegrate R C \$3.00	\$8.00 \$1.00 Icy Manipulator 4 \$5.00 \$.50 Illusionary Mask 4	AU\$49.00\$59.00\$37.00AR\$39.00\$45.00\$29.00
		\$6.00 \$1.00 Invisibility 1	G U \$3.00 \$3.00 \$1.00 BI C \$6.00 \$6.00 \$4.00 A U \$3.00 \$3.00 \$1.00

ALPHA/BETA/UNLIMITED CARD LIST (cont.)

REVISED/4TH/5TH



Beta

Color Rarity Alpha

Unitd

ALPHA/BETA/UNLIMITED CARD LIST (cont.)

Card Title	Color	Rarity	Alpha	Beta	Unitd
Ironclaw Orcs	R	С	\$1.00	\$1.00	\$1.00
Island Sanctuary	W	R	\$9.00	\$9.00	\$2.00
Ivory Cup	A	U	\$3.00	\$3.00	\$1.00
Jade Monolith	A	R	\$9.00	\$9.00	\$2.00
Jade Statue	A	U	\$14.00	\$17.00	\$11.00 \$3.00
Jayemdae Tome	A	R U	\$29.00 \$15.00	\$39.00 \$17.00	\$3.00
Juggernaut	W	U	\$13.00	\$3.00	\$1.00
Karma Keldon Warlord	R	Ŭ	\$7.00	\$7.00	\$1.00
Kormus Bell	A	R	\$9.00	\$9.00	\$2.00
Kudzu	Ĝ	R	\$9.00	\$9.00	\$2.00
Lance	w	Û	\$3.00	\$3.00	\$1.00
Ley Druid	Ĝ	Ŭ	\$3.00	\$3.00	\$1.00
Library of Leng	Ā	Ū	\$3.00	\$3.00	\$1.00
Lich	Bk	R	\$59.00	\$64.00	\$47.00
Lifeforce	G	U	\$3.00	\$3.00	\$1.00
Lifelace	G	R	\$9.00	\$9.00	\$1.00
Lifetap	BI	U	\$3.00	\$3.00	\$1.00
Lightning Bolt	R	C	\$9.00	\$10.00	\$2.00
Living Artifact	G	R R	\$12.00	\$14.00 \$9.00	\$2.00 \$2.00
Living Lands		к U	\$9.00 \$4.00	\$9.00	\$1.00
Living Wall	A Bl	R	\$4.00	\$19.00	\$3.00
Lord of Atlantis Lord of the Pit	Bk	R	\$17.00	\$19.00	\$6.00
Lord of the Fit	G	Ũ	\$3.00	\$3.00	\$1.00
Magical Hack	BI	Ř	\$19.00	\$24.00	\$4.00
Mahamoti Djinn	BI	R	\$27.00	\$37.00	\$8.00
Mana Flare	R	R	\$23.00	\$29.00	\$7.00
Mana Short	BI	R	\$15.00	\$17.00	\$3.00
Mana Vault	A	R	\$17.00	\$19.00	\$5.00
Manabarbs	R	R	\$13.00	\$15.00	\$2.00
Meekstone	A	R	\$22.00	\$24.00	\$4.00
Mind Twist	Bk		\$17.00	\$19.00	\$2.00 \$159.00
Mox Emerald	A	R	\$209.00	\$219.00 \$229.00	\$159.00
Mox Jet	A	R	\$219.00 \$219.00	\$229.00	\$169.00
Mox Pearl	A	R R	\$219.00	\$229.00	\$169.00
Mox Ruby	A	R	\$219.00	\$229.00	\$169.00
Mox Sapphire Natural Selection	G	R	\$32.00	\$34.00	\$24.00
Nether Shadow	Bk		\$17.00	\$19.00	\$3.00
Nettling Imp	Bk		\$4.00	\$4.00	\$1.00
Nevinyrral's Disk	A	R	\$52.00	\$69.00	\$9.00
Nightmare	Bk		\$29.00	\$34.00	\$6.00
Northern Paladin	W	R	\$17.00	\$22.00	\$3.00
				_	

REVISED/4TH EDITION/

Card Title	Color	Rarity	Alpha l	Beta	Unltd	Card Ti	tle	Color	Rarity	Alpha	Beta	Unitd	22
Obsianus Golem Orcish Artillery Orcish Artillery Orcish Ortillamme Personal Incarnati Phantasmal Force Phantom Monster Piratea Ship Plateau Power Surge Psionic Blast Purelace Raging River Raging River Raging River Red Ward Regrowth Resurcetion Reverse Damage Righteousness Roc of Kher Ridg Rock Hydra Rodo f Kuin Royal Assassin Savannah Lions Scavenging Ghou Scrubland Sedge Troll Sengir Vampire	A A R R R BI BI L L L R R W W W W W W W W W W W W W W W W W W	UUUURUUURRRUURRRUURURRRURURRRURRURRURRRURRURRRURRURRRURRURRURRRURRURRURRURRURRRURRURRURRU	\$3.00 \$9.00 \$17.00 \$35.00 \$5.00 \$5.000 \$5.000 \$5.000 \$5.000 \$5.000 \$5.000 \$5.000 \$5.000 \$5.000 \$5.000 \$5.000 \$3.0000 \$3.000 \$3.000 \$3.000 \$3.000 \$3.000 \$3.000 \$3.000	Beta \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$14.00 \$3.00 \$14.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$22.00 \$3.00	Unitd \$1.00 \$1.00 \$3.00 \$1.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$3	Though Throne Time V Time W Timetw Tropica Tsunari Tundra Tundra Tundra Underg Uthden Vestvau Volcani Volcani Wall of Wall of Wall of Wall of Wall of	tlace of Bone Wolves ault alk ster I Island i aded Gian round Sea Troll Bodygua c Eruptio Bodygua c Eruptio Bodygua C Eruptio Bodygua E Stone Stone Swords Water Wood rlust	BI A G G A BB B B B C C C C C C C C C C C C C C	RURRRRRUUCCRRURRRRRUUUUUUUUUUUUUUUUUUU	\$9.00 \$3.00 \$17.00 \$109.00 \$259.00	Beta \$9.00 \$3.00 \$19.00 \$2279.00 \$2279.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$59.00 \$59.00 \$59.00 \$59.00 \$59.00 \$59.00 \$59.00 \$3.00 \$59.00 \$3.00 \$3.00 \$59.00 \$3.00 \$59.00 \$3.00 \$59.00 \$3.00 \$59.00 \$3.00 \$59.00 \$3.00 \$59.00 \$3.00	\$1.00 \$2.00 \$199 0 \$129 0 \$129 0 \$150 0 \$100 0 \$100 0 \$100 0 \$100 0 \$100 0 \$100 0 \$1.00 0	LE LICUAN
Shivan Dragon Simulacrum Sinkhole Siren's Call	R B B B B	k U k C I U	\$3.00 \$17.00 \$3.00	\$4.00 \$19.00 \$3.00 \$24.00	\$1.00 \$13.00 \$1.00 \$4.00	Water I Web	Elemental of Fortune	B G	U R R V U	\$3.00 \$13.00 \$37.00 \$14.00	\$3.00 \$16.00 \$43.00 \$18.00	\$1.00 \$2.00 \$10.00 \$2.00	
Sleight of Mind Smoke Sol Ring Soul Net Stasis	R A B	R U U	\$9.00 \$18.00 \$3.00	\$9.00 \$22.00 \$3.00 \$32.00	\$2.00 \$6.00 \$1.00 \$5.00	White ' Will-O Winter	Ward '-The-Wis Orb	A	/U kR R U	\$3.00 \$34.00 \$37.00 \$3.00	\$3.00 \$39.00 \$49.00 \$3.00	\$1.00 \$7.00 \$8.00 \$1.00	
Steal Artifact Stone Giant Sunglasses of Ur Swords to Plows	za A	1 U U R 7 U	\$5.00 \$3.00 \$9.00 \$19.00	\$5.00 \$3.00 \$9.00 \$22.00	\$1.00 \$1.00 \$2.00 \$2.00	Wrath	n Sphere of Comman of God e Master	nd B V B	/ R	\$69.00 \$44.00 \$13.00	\$74.00 \$59.00 \$15.00	\$49.00 \$10.00 \$2.00	0 1 100
Taiga Thicket Basilisk	G	-	\$4.00	\$60.00 \$5.00	\$18.00 \$1.00			REVISED	(4705/			- (and	100
H/5TH CARD L				1111/51	Color				//4111/:	-	r Rarity	Price	and a second
Color R L W R A A A B B B B C Color R Color R C Color R C Color R C Color R C Color R C C Color R C Color C C Color C C C Color C C C C C C C C C C C C C C	arity Price. R \$16.00 R \$3.00 R \$3.00 U \$3.00 U \$1.00 R \$3.00 U \$1.00 R \$3.00 U \$1.00 R \$3.00 U \$1.01 R \$1.00 U \$1.00 R \$3.00 R \$3.00 R <td></td> <td>rd Title eathgrip eathgrip eathgrip eathgrip eathgrip encode encode encode interpolation encode interpolation encode interpolation interpolati</td> <td>rdes or or</td> <td>A RBIW R L L R R R R L A Bk G W A G G</td> <td>URRRRRURUUUURUURUUURUURURRRRRRURUUUUURUURUUUU</td> <td>rice 31.00 31.00 35.00 35.00 35.00 35.00 31.00 33.</td> <td>Card Title Goblin W: Granite Gr Greater W: Greene Ma Greene Ma Havenwoc Hecatomb Helm of C Hive, The Howling H Hurr Jacki Hyrnotic Icatian Ph Icatian Sta Icatian Sta Icatian Sta Icatian Sta Icatian Sta Icatian Sta Icatian Sta Icatian Sta Icatian Sta Island Fisi Island Sar Ironclaw (Inferno Inferno Infinite H Instill Lene Inos Itar Ironclaw (John Star Ironclaw (John Star Ironclaw (John Star Ironclaw (John Star Island Sar Island Sar</td> <td>argoyle alm or Prese erewolf na Batter; d Battleg thatzuk ees fhine al t Specter alanx wn ourglass rgy Curse h Jasconi ctuary rdians er olith ne ting aaddlebag Tome ap arm s sols t t eet t arlord s sols t t eet t arlord t ad t Skycapt Stromga</td> <td>us line lid</td> <td>R R R R R W UUA R W UUA R R R R R R R R R R R R R R R R R R</td> <td>\$4.0.0 \$4.0.0 \$3.0.00 \$3.0.00 \$3.0.00 \$3.0.00 \$3.0.00 \$3.0.00 \$3.0.00 \$3.0.000\$\$3.000\$</td> <td>0.000000000000000000000000000000000000</td>		rd Title eathgrip eathgrip eathgrip eathgrip eathgrip encode encode encode interpolation encode interpolation encode interpolation interpolati	rdes or	A RBIW R L L R R R R L A Bk G W A G G	URRRRRURUUUURUURUUURUURURRRRRRURUUUUURUURUUUU	rice 31.00 31.00 35.00 35.00 35.00 35.00 31.00 33.	Card Title Goblin W: Granite Gr Greater W: Greene Ma Greene Ma Havenwoc Hecatomb Helm of C Hive, The Howling H Hurr Jacki Hyrnotic Icatian Ph Icatian Sta Icatian Sta Icatian Sta Icatian Sta Icatian Sta Icatian Sta Icatian Sta Icatian Sta Icatian Sta Island Fisi Island Sar Ironclaw (Inferno Inferno Infinite H Instill Lene Inos Itar Ironclaw (John Star Ironclaw (John Star Ironclaw (John Star Ironclaw (John Star Island Sar Island Sar	argoyle alm or Prese erewolf na Batter; d Battleg thatzuk ees fhine al t Specter alanx wn ourglass rgy Curse h Jasconi ctuary rdians er olith ne ting aaddlebag Tome ap arm s sols t t eet t arlord s sols t t eet t arlord t ad t Skycapt Stromga	us line lid	R R R R R W UUA R W UUA R R R R R R R R R R R R R R R R R R	\$4.0.0 \$4.0.0 \$3.0.00 \$3.0.00 \$3.0.00 \$3.0.00 \$3.0.00 \$3.0.00 \$3.0.00 \$3.0.000\$\$3.000\$	0.000000000000000000000000000000000000
W A Bk utar A Bk	U \$1.0 R \$6.0 U \$1.0 U \$1.0 R \$3.0 R \$2.0 R \$2.0)0)0)0)0)0	Game of Ch Gauntlets of Glacial Wall Glasses of U Gloom Goblin Ballo Goblin King	f Chaos l Jrza oon Brig	R A Bl A Bk gade R R	R U U U U	\$3.00 \$3.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$3.00	Leshrac's Leviathar Ley Drui Lhurgoyf Library o Lifeforce	ı d		Bk U Bl R G U G R A U G U	\$4. \$1. \$7. \$1.	00 00 00 00

STH EDITION CARD LIST		NEWISCO/STRUCTURE		-						
		Card Title	Color	Rarity	Price	Card Title	Color	Rarity	Price	Card Title
Revised Starter Deck Starter Box Booster Pack Booster Box Complete Set All Commons Not Listed	\$29.95 \$249.95 \$7.95 \$259.95 \$229.00 \$.50 ea	Badlands Balance Ball Lightning Barl's Cage Basatt Monolith Bayou Binding Grasp Birds of Paradise Black Knight	L W R A L BI G Bk	R R R R U R U R U R U R U	\$16.00 \$3.00 \$9.00 \$1.00 \$13.00 \$13.00 \$1.00 \$1.00 \$1.00 \$2.00	Deathgrip Deathlace Deflection Demonic Attorney Demonic Hordes Demonic Tutor Derelor Desert Twister Detonate	Bk Bl Bk Bk Bk G R	U R R R R U R U U U	\$1.00 \$1.00 \$5.00 \$2.00 \$6.00 \$4.00 \$3.00 \$1.00 \$1.00	Goblin Warrens Granite Gargoyle Greater Realm of Pres Greater Werewolf Green Mana Battery Havenwood Battleg Hecatomb Helm of Chatzuk
4th Edition Starter Deck Starter Box Booster Pack Booster Box Complete Set All Commons Not Listed	\$8.95 \$79.95 \$2.95 \$94.95 \$149.00 \$.50 ea	Black Mana Battery Black Ward Black Ward Blessing Blight Blinking Spirit Blue Mana Battery Blue Ward Bog Wraith Bottle of Suleiman Bottle of Suleiman	A W W B k W A W B k A L	RUURURRUURR	\$3.00 \$1.50 \$.50 \$1.00 \$1.00 \$7.00 \$3.00 \$.50 \$1.00 \$1.00 \$1.00 \$4.00	Diabolic Machine Dingus Egg Disrupting Scepter Divine Transformation Dragon Engine Drain Power Dust to Dust Dwarven Catapult Dwarven Ruins	A A A W A R B I W R L L	URRURURUURU	\$1.00 \$3.00 \$1.00 \$2.00 \$1.00 \$3.50 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00	Hive, The Hollow Trees Howing Mine Hurr Jackal Hurricane Hydroblast Hypnotic Specter Icatian Phalanx Icatian Store Icatian Town Ice Floe
Sth Edition Starter Deck Starter Booster Pack Booster Box Complete Set All Commons Not Listed	\$8.9 ⁵ call \$2.95 call call \$.75 ea	Bottomiess valut Braingeyser Brass Man Breeding Pit Bronze Tablet Brushland Burrowing Caribou Range Carion Ants Castlo Castlo Pople Celestial Prism	BI Bk Bk A L R W Bk W R	RUURRRU RUUUU	\$6.00 \$1.00 \$2.00 \$3.00 \$7.00 \$1.00 \$3.00 \$1.50 \$1.00 \$1.00	Dwarven Ruins Dwarven Weaponsmith Earth Elemental Earthquake Ebon Stronghold Ebony Horse El-Haijäj Elder Druid Elder Druid Elder Land Wurm Elkin Bottle Elven Riders Elvish Archers Energy Elur	R R L A BK G W A G G	UURURRRRUR	\$1.00 \$1.00 \$4.00 \$1.00 \$2.00 \$3.00 \$3.00 \$3.00 \$1.00 \$4/00 \$1.00	Inferno Infinite Hourglass Instill Energy Iron Star Ironclaw Curse Island Fish Jasconi Island Sanctuary Ivory Cup Ivory Cup Ivory Guardians Ivory Tower Jade Monolith Jalum Tome
Card Title Color		Celestial Prism Channel Chaoslace	A G R	U U R U	\$1.00 \$1.00 \$1.00	Energy Flux Evil Eye of Orms-by-Go Evil Presence	ore Bk Bk W	U	\$1.00 \$1.00 \$2.00	Jandor's Ring Jandor's Saddlebag Jayemdae Tome
Abbey Gargoyles W Abomination Bk Aboxination Bk Adarkar Wastes L Ether Storm Bl Air Elemental Bl Air Elemental Bl Akron Legionnaire W Aladdin's Lamp A Addin's King A Aldidin's Ring A Ali Baba R An-Havva Constable G Angry Mob W Antimate Dead Bk Animate Dead Bk Animate Wall W Anti-Magic Aura Bl Armageddon W Ashes to Ashes Bk Ashes to Ashes Bk Asheye to fwolf G Atog R Azure Drake Bl Backfire Bl Bad Moon Bk	U \$1.00 U \$1.00 R \$7.00 U \$1.00 U \$1.00 U \$1.00 R \$2.00 R \$2.00 R \$2.00 R \$2.00 R \$2.00 U \$1.00 U \$1.00 U \$1.00 U \$1.00 U \$1.00 R \$2.00 R \$2.00 R \$2.00 R \$2.00 R \$2.00 R \$1.50 R \$3.00 U \$1.50 R \$1.50 R \$1.50 R \$1.50 R \$1.50 R \$1.50 R \$1.50 R \$1.00 R \$1.00 R \$1.50 R \$1.00 U \$1.00 R \$1.0	Circle of Protection: Artifac City of Brass Clockwork Avian Clockwork Beast Clockwork Steed Clone Cockatrice Colossus of Sardia Conguer Conservator Contract from Below Control Magic Conversion Copy Artifact Coral Helm Cosmic Horror Counterspell Craw Giant Crimson Manticore Crown of the Ages Crumble Crusade Crusade Crusade Crusade Corstal Rod Cursed Land Dance of Many Dancing Scimitar Darkpact	ts WLAAAABIGARABK BBIWBIABK BBIGRAGWABK BBIABK	ORRRUURRUURUURRRUURRUURRR	\$1.50 \$8.00 \$2.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.50 \$1.50 \$1.50 \$1.50 \$1.50 \$1.50 \$1.50 \$1.00 \$2.00 \$1.00 \$2.00 \$1.00 \$2.00 \$1.00 \$1.00 \$2.00 \$1.00 \$2.00 \$1.00 \$1.00 \$2.00 \$1.00 \$1.00 \$2.00 \$1.00 \$1.00 \$2.00 \$1.00	Eye for an Eye Failen Angel Farnistead Fastbond Feelback Feildon's Cane Feilon's Cane Feroz's Ban Fire Drake Fire Elemental Plame Spirit Flashfires Flying Carpet Force of Nature Force of Nature Force of Nature Forcet Fort Fountain of Youth Fungusaur Fyndhorn Elder Gaea's Liege Gaune of Chaos Glacial Wall Glasses of Urza Gloom Goblin Balloon Brigade Goblin King	BKWGBIAAARRRRAGBIRAGGGRABIAB		\$2,00 \$2,00 \$1,00	lester's Cap Johull Wurm Jokulhaups Joven's Tools Juggernaut Junin Efreet Justice Justice Karma Forest Keldon Warlord Killer Bees Kismet Kjeldoran Skycap Kigeldoran Skycap Knight of Stromga Kormus Bell Kudzu Lance Land Tax Leshnac's Rite Leviathan Ley Druid Lhurgoyf Library of Leng Lifeforce

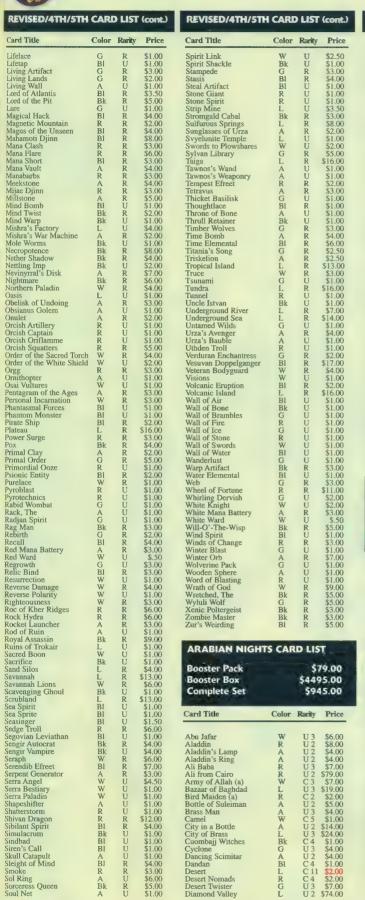


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ARABIAN NIGHTS	CARL) LIST	(cont.)	
Card Title	Color	Rarity	Price	
Drop of Honey Ebony Horse	G A	U 2	\$38.00 \$5.00	
El-Hajjâj Elephant Graveyard	Bk	U2 U2 U2 U2 U2 U2 U2 U2 U2 U2 U2 U2 U2 U	\$5.00 \$5.00 \$34.00	
Erg Raiders (a) Erhnam Diinn	Bk G	Č3 U2	\$1.00 \$24.00	
Eye for an Eye Fishliver Oil (a)	W Bl	Ū 3 C 3	\$4.00 \$1.00	
Flying Carpet Flying Men Ghazbán Ogre	A Bl	U 3 C 5	\$5.00 \$6.00	
Ghazbán Ogre Giant Tortoise (a)	G Bl	C 4 C 3	\$1.00 \$1.00	
Guardian Beast Hasran Ogress (a)	Bk Bk	U 2 C 3	\$49.00 \$1.00	
Hurr Jackal Ifh-Bíff Efreet	R G	C 3 C 4 U 2	\$1.00 \$29.00	
Island Fish Jasconius	BI L	U 2 U 2	\$4.00 \$44.00	
Island of Wak-Wak Jandor's Ring Jandor's Saddlebags	A A	C4 U2 U22 U22 U22 U22 U22 U22 U22 U22 U22	\$6.00 \$6.00	
Jihad	A W	U 3 U 2	\$4.00 \$45.00	
Junún Efreet Juzám Djinn Khabál Ghoul	Bk Bk	U 2 U 2 3	\$8.00 \$189.00	
Khabál Ghoul King Suleiman Kird Ape	Bk W	U 3 U 2	\$34.00 \$21.00 \$2.00 \$99.00	
Kird Ape Library of Alexandria Magnetic Mountain	R L	C 5 U 3	\$2.00 \$99.00	
Magnetic Mountain Merchant Ship	R Bl	U 3 U 3	\$5.00 \$6.00	
Metamorphosis Mijae Djinn	G R	C 4	\$1.00 \$7.00	
Moorish Cavalry (a) Mountain	W N	C 4 C 1 C 3	\$7.00 \$2.00 \$11.00 \$1.00	
Nafs Asp (a) Oasis	G L	C 3 U 4	\$1.00 \$4.00	
Old Man of the Sea Oubliette (a)	Bl Bk	U 4 U 2 C 2 C 3 U 2 U 2 U 2 U 2 C 3 U 3	\$29.00 \$3.00	
Piety (a) Pyramids	W A	C 3 U 2	\$1.00 \$17.00	
Repentant Blacksmith	W A	U 2 U 2	\$1.00 \$17.00 \$6.00 \$34.00	
Ring of Ma'rûf Rukh Egg (a) Sandals of Abdallah	RA	C 3 U 3	\$16.00 \$7.00	
Sandstorm Serendib Djinn	G Bl	C 4 U 2	\$1.00 \$29.00	
Serendib Efreet Shahrazad	BI	U 2	\$11.00 \$21.00 \$5.00	
Sindbad Singing Tree	Bl G	C 4 U 2 U 2 U 2 U 3 U 2 U 3 C 3 C 3 C 4	\$5.00 \$36.00	
Sorceress Queen Stone-Throwing Devils (a	Bk	U3 C3	\$11.00 \$4.00	
Unstable Mutation	BI	Č Š	\$1.00	
War Elephant (a) Wyluli Wolf (a) Ydwen Efreet	ĞR	C 4 U 2	\$2.00 \$5.00 \$11.00	
ANTIQUITIES CA	-		¢11100	
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Booster Pack		4	16.95	
Booster Pack Booster Box			16.95 79.00	
Booster Box Complete Set		\$8 \$2	79.00 39.00	
Booster Box Complete Set SA Commons Not List		\$8 \$2	79.00 <mark>39.00</mark> 00 ea	
Booster Box Complete Set SP Commons Not List Card Title	Color	\$8 \$2 \$1. Rarity	79.00 39.00 00 ea Price	
Booster Box Complete Set 39 Commons Not List Card Title Argivian Archeologist Argivian Blacksmith	Color W W	\$8 \$2 \$1. Rarity U 1	79.00 39.00 00 ea Price \$37.00 \$2.00	
Booster Box Complete Set 37 Commons Not List Card Title Argivian Archeologist Argivian Blacksmith Armageddon Clock Ashnod's Altar	Color W W A A	\$8 \$2 \$1. Rarity U 1 C 4 U 2	79.00 39.00 00 ea Price \$37.00 \$2.00 \$3.00 \$3.00 \$3.00	
Booster Box Complete Set SP Commons Not List Card Title Argivian Archeologist Arrayedon Clock Ashnod's Altar Ashnod's Battle Gear Ashnod's Transmogrant	Color W W A A A A A	\$8 \$2 \$1. Rarity U 1 C 4 U 2 U 2 U 2 U 2 U 2 U 3	79.00 39.00 00 ea Price \$37.00 \$2.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00	
Booster Box Complete Set se Commons Not List Card Title Argivian Archeologist Armageddon Clock Ashnod's Altar Ashnod's Battle Gear Ashnod's Transmogrant Atog	Color W W A A A A R A	\$8 52 51 Rarity U 1 C 4 U 2 U 2 U 2 U 2 U 2 U 3 C 4 U 1 U 1 U 1 U 1 U 1 U 1 U 1 U 2 U 2 U 2 U 2 U 2 U 2 U 2 U 2	79.00 39.00 00 ea Price \$37.00 \$2.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00	
Booster Box Complete Set se Commons Not List Card Title Argivian Archeologist Argivian Blacksmith Armageddon Clock Astnod's Altar Astnod's Battle Gear Astnod's Transmogrant Atog Bronze Tablet Candelabra of Tawnos	Color W W A A A A R A	\$8 52 51 Rarity U 1 C 4 U 2 U 2 U 2 U 2 U 2 U 3 C 4 U 1 U 1 U 1 U 1 U 1 U 1 U 1 U 2 U 2 U 2 U 2 U 2 U 2 U 2 U 2	79.00 39.00 00 ea Price \$37.00 \$2.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00	
Booster Box Complete Set Set Commons Not List Card Title Argivian Archeologist Argivian Blacksmith Armageddon Clock Ashnod's Altar Ashnod's Battle Gear Ashnod's Battle Gear Ashnod's Transmogrant Atog Bronze Tablet Candelabra of Tawnos Circle of Protection: Artifac Cincle of Protection: Artifac Cincle of Protection: Artifac	Color W W A A A A R A	\$8 \$2 \$1. Rarity U 1 C 4 U 2 U 2 U 2 U 2 U 2 U 2 U 2 U 2 U 2 U 2	79.00 39.00 00 ea Price \$37.00 \$2.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$5.00 \$44.00 \$5.00 \$5.00 \$44.00 \$5.00 \$3.00	
Booster Box Complete Set Set Commons Not List Card Title Argivian Archeologist Argivian Blacksmith Armageddon Clock Astnod's Altar Astnod's Battle Gear Astnod's Battle Gear Astnod's Battle Gear Candelabra of Tawnos Circle of Protection: Artifac Citanul Druid Clockwork Avian Colossus of Sardia Coral Helm	Color W W A A A A R A	\$8 \$2 \$1. Rarity U 1 C 4 U 2 U 2 U 2 U 2 U 2 U 2 U 2 U 3 C 4 U 1 U 1 U 3 U 1 U 1 U 1 U 2 U 2 U 2 U 2 U 2 U 2 U 2 U 2	79.00 39.00 00 ea Price \$37.00 \$2.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$4.00 \$5.00 \$5.00 \$4.00 \$5.00 \$3.00 \$5.00 \$3.00 \$5.00 \$3.00	
Booster Box Complete Set se Commons Not List Card Title Argivian Archeologist Argivian Blacksmith Armageddon Clock Astnod's Alatte Astnod's Blatte Gear Astnod's Blatte Gear Astnod's Blatte Gear Astnod's Blatte Gear Astnod's Blatte Gear Candelabra of Tawnos Circle of Protection: Artifac Citanul Druid Clockwork Avian Colossus of Sardia Coral Heim Cursed Rack Damping Field	Color W W A A A A R A	\$8 \$2 \$1. Rarity U 1 C 4 U 2 U 2 U 2 U 2 U 2 U 3 C 4 U 1 U 1 U 1 U 1 U 1 U 1 U 1 U 2 U 2 U 2 U 2 U 3 C 4 U 1 U 1 U 1 C 4 U 2 U 2 U 2 U 2 U 2 U 2 U 2 U 2	79.00 39.00 00 ea Price \$37.00 \$3.00	
Booster Box Complete Set Set Commons Not List Card Title Argivian Archeologist Armageddon Clock Astmod's Altar Astmod's Battle Gear Astmod's Battle Gear Astmod's Battle Gear Astmod's Battle Gear Candelabra of Tawnos Circle of Protection: Artifac Citanul Druid Clockwork Avian Colossus of Sardia Coral Heim Cursed Rack Damping Field Detonate Dwarven Weaponsmith	Color W W A A A A A A A A A A A A A A A A A	\$8 \$2 \$1 Rarity U 1 C 4 U 2 U 2 U 2 U 2 U 2 U 2 U 2 U 2	79.00 39.00 00 ea Price \$37.00 \$3.00	
Booster Box Complete Set 39 Commons Not List Card Title Argivian Archeologist Argivian Blacksmith Armageddon Clock Ashnod's Altar Ashnod's Altar Ashnod's Altar Ashnod's Battle Gear Ashnod's Altar Candelabra of Tawnos Circle of Protection: Artifac Citanul Druid Clockwork Avian Colossus of Sardia Coral Heim Cursed Rack Cursed Rack Cursed Rack Demante Devarven Weaponsmith Energy Flux Feldon's Cane	Color W W A A A A A A A A A A A A A A A A A	\$8 \$2 \$1 Rarity U 1 C 4 U 2 U 2 U 2 U 2 U 2 U 2 U 2 U 2	79.00 39.00 00 ea Price \$37.00 \$2.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$5.00 \$5.00 \$5.00 \$3.00 \$5.00 \$3.00 \$3.00 \$5.00 \$3.00 \$5.00 \$3.00 \$5.00	
Booster Box Complete Set 39 Commons Not List Card Title Argivian Archeologist Argivian Blacksmith Armageddon Clock Ashnod's Altar Ashnod's Battle Gear Ashnod's Battle Gear Ashnod's Battle Gear Candelabra of Tawnos Circle of Protection: Artifac Citanul Druid Clockwork Avian Colossus of Sardia Coral Helm Cursed Rack Damping Field Detonate Dwarven Weaponsmith Energy Flux Feldon's Cane Gaea's Avenger Gate of Pryrexia	Color W W A A A A A A A A A A A A A A A A A	\$8 \$2 \$1 \$1 \$1 \$1 \$1 \$2 \$2 \$2 \$2 \$2 \$2 \$2 \$2 \$2 \$2	79.00 39.00 00 ea Price \$37.00 \$2.00 \$3.00 \$3.00 \$3.00 \$3.00 \$5.00 \$44.00 \$5.00 \$44.00 \$3.00	
Booster Box Complete Set 39 Commons Not List Card Title Argivian Archeologist Argivian Blacksmith Armageddon Clock Ashnod's Altar Ashnod's Battle Gear Ashnod's Battle Gear Ashnod's Battle Gear Candelabra of Tawnos Circle of Protection: Artifac Citanul Druid Clockwork Avian Colossus of Sardia Coral Helm Cursed Rack Damping Field Detonate Dwarven Weaponsmith Energy Flux Feldon's Cane Gaea's Avenger Gate of Prytexia Golbin Artisans Golzothian Sylex	Color W W A A A A A A A A A A A A A A A A A	\$8 \$2 \$1 \$1 \$1 \$1 \$1 \$2 \$2 \$2 \$2 \$2 \$2 \$2 \$2 \$2 \$2	79.00 39.00 00 ea Price \$37.00 \$2.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$5.00 \$44.00 \$5.00 \$5.00 \$44.00 \$5.00 \$5.00 \$5.00 \$5.00 \$5.00 \$5.00 \$5.00 \$5.00 \$5.00 \$12.00 \$10.00	
Booster Box Complete Set 39 Commons Not List Card Title Argivian Archeologist Argivian Blacksmith Armageddon Clock Ashnod's Altar Ashnod's Battle Gear Ashnod's Battle Gear Ashnod's Battle Gear Candelabra of Tawnos Circle of Protection: Artifac Citanul Druid Clockwork Avian Colossus of Sardia Coral Helm Cursed Rack Damping Field Detonate Dwarven Weaponsmith Energy Flux Feldon's Cane Gaea's Avenger Gate of Prytexia Golbin Artisans Golzothian Sylex	Color WWAAAAAARAAARAAA ISI GAAAAAW RRBIAAGBk RABBI	\$8 \$2 \$1 \$1 \$1 \$1 \$1 \$2 \$2 \$2 \$2 \$2 \$2 \$2 \$2 \$2 \$2	79.00 39.00 00 ea Price \$37.00 \$2.00 \$3.00	
Booster Box Complete Set 39 Commons Not List Card Title Argivian Archeologist Argivian Blacksmith Armageddon Clock Ashnod's Battle Gear Ashnod's Battle Gear Ashnod's Battle Gear Ashnod's Transmogrant Atog Bronze Tablet Candelabra of Tawnos Circle of Protection: Artifac Citanul Druid Clockwork Avian Colossus of Sardia Coral Heim Cursed Rack Damping Field Detonate Dwaven Weaponsmith Energy Flux Feldon's Cane Gaea's Avenger Gaea's Avenger G	Color WWAAAAAARAAARAAA ISI GAAAAAW RRBIAAGBk RABBI	\$8 \$2 \$1 \$1 \$1 \$1 \$1 \$2 \$2 \$2 \$2 \$2 \$2 \$2 \$2 \$2 \$2	79.00 39.00 00 ea 537.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$5.00 \$44.00 \$5.00 \$44.00 \$5.00 \$44.00 \$5.00 \$3.00 \$4.00 \$5.00 \$3.00 \$12.00 \$3.00 \$4.00 \$5.00 \$3.00 \$12.00 \$3.00 \$12.00 \$3.00 \$12.00 \$10.	
Booster Box Complete Set 39 Commons Not List Card Title Argivian Archeologist Argivian Blacksmith Armageddon Clock Ashnod's Battle Gear Ashnod's Battle Gear Ashnod's Battle Gear Ashnod's Transmogrant Atog Bronze Tablet Candelabra of Tawnos Circle ar Protection: Artifac Citanul Druid Clockwork Avian Colossus of Sardia Coral Heim Cursed Rack Damping Field Detonate Dwarven Weaponsmith Energy Flux Feldon's Cane Gaes's Avenger Gate of Phyrexia Golgothian Sylex Hauning Wind Hurkyl's Recall Ivory Tower Jalum Tome Martyrs of Korlis	Color WWAAAAAARAAARAAA ISI GAAAAAW RRBIAAGBk RABBI	\$8 \$2 \$1 Raily U14 CU22 U23 U22 U23 U22 U23 U21 U23 U21 U33 U23 U33 U33 U33 U33 U33 U33	79.00 39.00 00 ea 537.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$5.00 \$4.00 \$5.00 \$5.00 \$4.00 \$5.00 \$5.00 \$3.00 \$5.00 \$3.00 \$5.00 \$3.00 \$5.00 \$12.00 \$3.00 \$12.00 \$3.00 \$12.00 \$3.00 \$12.00 \$14.00 \$12.00 \$12.00 \$12.00 \$12.00 \$12.00 \$12.00 \$12.00 \$12.00 \$12.00 \$14.00 \$12.00 \$12.00 \$14.00 \$12.00 \$14.00 \$12.00 \$14.00 \$14.00 \$12.00 \$14.00 \$12.00 \$14.00 \$12.00 \$14.00 \$12.00 \$14.00 \$12.00 \$14.00 \$12.00 \$12.00 \$14.00 \$12.00 \$14.00 \$12.00 \$12.00 \$14.00 \$12.00 \$14.00 \$12.00 \$14.00 \$12.00 \$14.00 \$12.00 \$14.00 \$12.00 \$14.00 \$12.00 \$14.00 \$12.00 \$14.00 \$12.00 \$14.00 \$12.00 \$14.00 \$12.00 \$14.00 \$12.00 \$14.00 \$12.00 \$14.00 \$12.00 \$14.00 \$12.00 \$14.00 \$12.00 \$14.00 \$12.00 \$14.00 \$12.00 \$12.00 \$14.00 \$12.00 \$12.00 \$12.00 \$14.00 \$12.00 \$12.00 \$12.00 \$12.00 \$12.00 \$12.00 \$14.00 \$12.00	
Booster Box Complete Set Set Commons Not List Card Title Argivian Archeologist Argivian Blacksmith Armageddon Clock Ashnod's Altar Ashnod's Altar Ashnod's Battle Gear Ashnod's Battle Gear Ashnod's Battle Gear Ashnod's Battle Gear Ashnod's Battle Gear Clock or Protection: Artifac Citanul Druid Clockwork Avian Colossus of Sardia Coral Helm Cursed Rack Damping Field Detonate Dwarven Weaponsmith Energy Flux Feldon's Cane Gate of Phyrexia Golbin Artisans Golgothian Sylex Haunting Wind Hurkyl's Recall Ivory Tower Jalum Tome Martyns of Korlis Mighstone	Color WWAAAAAARAAARAAA ISI GAAAAAW RRBIAAGBk RABBI	\$8 \$2 \$1 Raily U14 CU22 U23 U22 U23 U22 U23 U21 U23 U21 U33 U23 U33 U33 U33 U33 U33 U33	79.00 39.00 00 ea 537.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$5.00 \$4.00 \$5.00 \$5.00 \$4.00 \$5.00 \$5.00 \$3.00 \$5.00 \$3.00 \$5.00 \$3.00 \$5.00 \$12.00 \$3.00 \$12.00 \$3.00 \$12.00 \$3.00 \$12.00 \$14.00 \$12.00 \$12.00 \$12.00 \$12.00 \$12.00 \$12.00 \$12.00 \$12.00 \$12.00 \$14.00 \$12.00 \$12.00 \$14.00 \$12.00 \$14.00 \$12.00 \$14.00 \$14.00 \$12.00 \$14.00 \$12.00 \$14.00 \$12.00 \$14.00 \$12.00 \$14.00 \$12.00 \$14.00 \$12.00 \$12.00 \$14.00 \$12.00 \$14.00 \$12.00 \$12.00 \$14.00 \$12.00 \$14.00 \$12.00 \$14.00 \$12.00 \$14.00 \$12.00 \$14.00 \$12.00 \$14.00 \$12.00 \$14.00 \$12.00 \$14.00 \$12.00 \$14.00 \$12.00 \$14.00 \$12.00 \$14.00 \$12.00 \$14.00 \$12.00 \$14.00 \$12.00 \$14.00 \$12.00 \$14.00 \$12.00 \$14.00 \$12.00 \$14.00 \$12.00 \$12.00 \$14.00 \$12.00 \$12.00 \$12.00 \$14.00 \$12.00 \$12.00 \$12.00 \$12.00 \$12.00 \$12.00 \$14.00 \$12.00	
Booster Box Complete Set Set Commons Not List Card Title Argivian Archeologist Argivian Blacksmith Armageddon Clock Ashnod's Altar Ashnod's Altar Ashnod's Battle Gear Ashnod's Battle Gear Ashnod's Battle Gear Ashnod's Battle Gear Ashnod's Battle Gear Clock or Protection: Artifac Citanul Druid Clockwork Avian Colossus of Sardia Coral Heim Cursed Rack Damping Field Detonate Dwarven Weaponsmith Energy Flux Feldon's Cane Gate of Phyrexia Golbin Artisans Golgothian Sylex Haunting Wind Hurkyl's Recall Ivory Tower Jalum Tome Martyns of Korlis Mighstone	Color W W A A A A A A A A A A A A A A A A A A	\$8 \$2 \$1 Raity U14 CU22 U23 U22 U23 U22 U23 U21 U23 U21 U33 U23 U33 U33 U33 U33 U33 U33	79.00 39.00 39.00 00 ea 30.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$5.00 \$4.00 \$5.00 \$4.00 \$5.00 \$12.00 \$5.00 \$4.00 \$5.00 \$3.00 \$5.00	
Booster Box Complete Set Set Commons Not List Card Title Argivian Archeologist Argivian Blacksmith Armageddon Clock Astnod's Alatta Cear Astnod's Blatte Gear Astnod's Blatte Gear Astnod's Blatte Gear Astnod's Blatte Gear Astnod's Blatte Gear Candelabra of Tawnos Circle of Protection: Artifac Citanul Druid Clockwork Avian Colossus of Sardia Coral Heim Cursed Rack Damping Field Detonate Dwarven Weaponsmith Energy Flux Feldon's Cane Gaete of Phyrexia Golptina Sylex Haunting Wind Hurkyl's Recall Ivory Tower Jalum Tome Martyrs of Korlis Mightstone Mishra's Factory, autumn Mishra's Factory, autumn	Color W W A A A A A A A R A A A A R B A A A A A A	\$8 \$2 \$1 Raily U 14 U 22 U 23 U 12 U 23 U 12 U 23 U 12 U 23 U 12 U 13 U 13 U 13 U 13 U 13 U 13 U 23 U 13 U 14 U 22 U 23 U 13 U 14 U 15 U 15	79.00 39.00 00 ea Price \$37.00 \$2.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$5.00 \$3.00 \$5.00 \$3.00 \$5.00 \$3.00 \$5.00 \$3.00 \$2.00 \$3.00 \$3.00 \$3.00 \$5.00 \$3.00 \$3.00 \$5.00 \$3.00 \$3.00 \$5.00 \$3.00 \$5.00 \$3.00 \$5.00 \$3.00 \$5.00 \$3.00 \$5.00 \$3.00 \$5.00 \$3.00 \$5.00 \$3.00 \$5.00 \$3.00 \$5.00 \$3.00 \$5.00 \$3.00 \$5.00 \$3.00 \$5.00 \$3.00 \$5.00 \$3.00 \$5.00 \$3.00 \$5.00 \$3.00 \$5.00 \$5.00 \$3.00 \$5.00 \$5.00 \$3.00 \$5.00 \$3.00 \$5.00 \$3.00 \$5.00 \$3.00 \$5.00 \$3.00 \$5.00 \$3.00 \$5.00 \$5.00 \$3.00 \$5.00	
Booster Box Complete Set 39 Commons Not List Card Title Argivian Archeologist Argivian Blacksmith Armageddon Clock Ashnod's Altar Ashnod's Battle Gear Ashnod's Battle Gear Ashnod's Battle Gear Candelabra of Tawnos Circle of Protection: Artifac Citanul Druid Clockwork Avian Colossus of Sardia Coral Helm Cursed Rack Damping Field Detonate Dwarven Weaponsmith Energy Flux Feldon's Cane Gaea's Avenger Gate of Prytexia Golgothian Sylex Haunting Wind Hurkyl's Recall Ivory Tower Jalum Tome Martyrs of Korlis Mighstone Mishra's Factory, autumn Mishra's Factory, summer	Color W W A A A A A A A R A A A C A A A C A A A A	\$8 \$2 \$1 Raily U14 U22 U22 U22 U22 U22 U22 U22 U2	79.00 39.00 39.00 00 ea 37.00 \$3.00	
Booster Box Complete Set Se Commons Not List Card Title Argivian Archeologist Argivian Blacksmith Armageddon Clock Ashnod's Altar Ashnod's Battle Gear Ashnod's Altar Ashnod's Battle Gear Ashnod's Battle Gear Ashnod's Battle Gear Ashnod's Battle Gear Candelabra of Tawnos Circle of Protection: Artifac Citanul Druid Clockwork Avian Colossus of Sardia Coral Helm Colossus of Sardia Coral Helm Golasting Field Detonate Dwarven Weaponsmith Energy Flux Feldon's Cane Gaea of Pytexia Golgothian Sylex Haunting Wind Hurkyl's Recall Ivovy Tower Jalum Tome Martyns of Korlis Mightstone Mishra's Factory, autumn Mishra's Factory, sunner Mishra's War Machine Mishra's War Machine Mishra's Gurdong Onulet Power Artifact	Color WWAAAAARAAARAAA BIAAGBBRAAABBIAAAWAAALLLLAABBI	\$8 \$2 \$1 Raily U14 U22 U22 U22 U22 U22 U22 U22 U2	79.00 39.00 39.00 00 ea 537.00 \$2.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$5.00 \$3.00 \$5.00 \$3.00 \$5.00 \$3.00 \$5.00 \$3.00 \$3.00 \$5.00 \$3.00 \$3.00 \$5.00 \$3.00 \$3.00 \$5.00 \$3.00 \$3.00 \$5.00 \$3.00 \$3.00 \$5.00 \$3.00 \$3.00 \$5.00 \$3.00 \$3.00 \$5.00 \$3.00 \$3.00 \$5.00 \$3.00 \$3.00 \$5.00 \$3.00 \$3.00 \$5.00 \$3.00 \$3.00 \$5.00 \$3.00 \$3.00 \$5.00 \$3.00 \$3.00 \$5.00 \$3.00 \$3.00 \$5.00 \$3.00 \$3.00 \$5.00 \$3.00 \$3.00 \$3.00 \$3.00 \$5.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$5.00 \$3.00 \$3.00 \$5.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$5.00 \$3.00	
Booster Box Complete Set 39 Commons Not List Card Title Argivian Archeologist Argivian Blacksmith Armageddon Clock Ashnod's Battle Gear Ashnod's Battle Gear Ashnod's Battle Gear Ashnod's Transmogrant Atog Bronze Tablet Candelabra of Tawnos Circle of Protection: Artifac Citanul Druid Clockwork Avian Colossus of Sardia Coral Heim Cursed Rack Damping Field Detonate Dwaven Weaponsmith Energy Flux Feldon's Cane Gaea's Avenger Gaea's Avenger G	Color WWAAAAARAAAW Is GAAAAWRRBIAAGBK AABBIIAAAWAAALLLAALAA	\$8 \$2 \$1 Raily U 14 U 22 U 23 U 12 U 23 U 12 U 23 U 12 U 23 U 12 U 13 U 13 U 13 U 13 U 13 U 13 U 23 U 13 U 14 U 22 U 23 U 13 U 14 U 15 U 15	79.00 39.00 39.00 00 ea \$37.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$5.00 \$4.00 \$5.00 \$4.00 \$5.00 \$4.00 \$5.00 \$4.00 \$5.00 \$4.00 \$5.00 \$3.00 \$4.00 \$5.00 \$3.00 \$4.00 \$5.00 \$3.00 \$4.00 \$5.00 \$3.00 \$12.00 \$5.00 \$4.00 \$5.00 \$3.00 \$12.00 \$5.00 \$4.00 \$5.00 \$3.00 \$1.200 \$5.00 \$1.200 \$1.400 \$1.200 \$1.400 \$1.400 \$1.200 \$1.400 \$1.700 \$1.0000 \$1.000 \$1.0000 \$1.0000 \$1.0000 \$1.0000 \$1.0000 \$1.0000 \$1.0000 \$1.0000 \$1.0000 \$1.00000 \$1.0000 \$1.00000 \$1.00000 \$1.00000 \$1.000000 \$1.0000000000	

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ANTIQUITIES CA	ARD L	JST (a	ont.)	
Card Title	Color	Rarity	Price	
Rocket Launcher	A	U 3	\$6.00	
Shapeshifter Shatterstorm	A	U 1	\$5.00 \$5.00	
Strip Mine, horizon/even stripe	RL	U 1 U 1	\$18.00	
Strip Mine, horizon/uneven stripe Strip Mine, no horizon	L	U 1 C 1 U 1	\$7.00 \$18.00	
Strip Mine, horizon/even stripe Strip Mine, horizon/uneven stripe Strip Mine, no horizon Strip Mine, small tower in forest Su-Chi	L A	Ŭ 1 U 3	\$18.00	
Tawnos s Comin	A	U 1	\$8.00 \$22.00 \$3.00	
Tawnos's Wand Tawnos's Weaponry	A A A G B I A A A A	Ŭ Î U 3 U 3	\$3.00 \$3.00	
Tetravus Fitania's Song	AG	U1 U3 U3 U1	\$7.00 \$4.00	
Transmute Artifact Friskelion	BI	U 3	\$2.00 \$5.00	
Urza's Avenger Urza's Miter	AA		\$0.00	
Urza's Miter Wall of Spears	A A	U1 113	\$6.00 \$2.00	
Weakstone	ABk	U1 U3 U3 U3	\$3.00	
Xenic Poltergeist Yawgmoth Demon	Bk	U 3 U 1	\$3.00 \$6.00	
LEGENDS CARD L	IST			I
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Booster Pack Booster Box			24.95 99.00	
Complete Set SALL		58	69.00	
Italian Legends Pack			10.95	l
Italian Box Commons not listed			49.00 00 ea	ĺ
	Color	Rarity	Price	
Abomination Abyss, The	Bk Bk	U R	\$3.00 \$59.00	
Acid Rain Adun Oakenshield	Bl M	R R	\$14.00 \$14.00	
A december of Cost 1 de serves	L	U	\$3.00	
Adventurers Galianouse Akron Legionnaire Al-abara's Carpet Alchor's Tomb All Hallow's Eve Angelic Voices Angus Mackenzie Angus Mackenzie	WA	R R	\$9.00 \$9.00	
Alchor's Tomb	A Bk	R R	\$9.00 \$44.00	
Angelic Voices	W	R	\$9.00	
	M Bl	R C U	\$15.00 \$2.00	
Arboria	G M	U R	\$5.00 \$16.00	
Arcades Sabboth Arena of the Ancients Avoid Fate	A G	R C	\$6.00 \$2.00	
Avelrod Gunnarson Ayesha Tanaka	M	R	\$9.00	
Azure Drake	M Bl	R U	\$7.00 \$3.00	
Dealrdeaft	R Bl	U U	\$3.00 \$3.00	
ackfire Backfire Barktooth Warbeard Bartel Runcaxe Beasts of Bogardan Black Mana Battery Blight Blood Lust	М	Ŭ R U	\$4.00	
Beasts of Bogardan	M R	Ŭ	\$14.00 \$3.00	
Black Mana Battery Blight	A Bk	Ū	\$4.00 \$3.00	
	R A	U U	\$6.00 \$4.00	
Boris Devilboon	M			
		R	\$14.00	
Brine Hag Bronze Horse	Bl A	R U R	\$14.00 \$4.00 \$6.00	
Brine Hag Bronze Horse Carrion Ants Cathedral of Serra	Bl A Bk	R U R	\$14.00 \$4.00 \$6.00 \$10.00	
Brine Hag Bronze Horse Carrion Ants Cathedral of Serra Caverns of Despair	Bl A Bk L R	R U R R U R	\$14.00 \$4.00 \$6.00 \$10.00 \$4.00 \$9.00	
Brine Hag Bronze Horse Cartion Ants Cathedral of Serra Caverns of Despair Chain Lightning Chains of Mephistopheles	Bl A Bk L R R Bk	RUR RUR CR	\$14.00 \$4.00 \$10.00 \$4.00 \$9.00 \$4.00 \$27.00	
Sue Mana Battery Soris Devilboon Brine Hag Bronze Horse Cartion Ants Cathedral of Serra Caverns of Despair Chains of Mesphistopheles Chromium Cleanse	BI A Bk L R R Bk M W	RURRURCRR	\$14.00 \$4.00 \$10.00 \$4.00 \$9.00 \$4.00 \$27.00	
Brine Hag Bronze Horse Cartion Ants Cathedral of Serra Caverns of Despair Chains of Mesphistopheles Chromium Cleanse Cocoon Concordant Crossmads	BI Bk L R Bk Bk W G	RURRURCRRU	\$14.00 \$4.00 \$10.00 \$4.00 \$9.00 \$4.00 \$27.00	
Srine Hag Sronze Horse Catricon Ants Cathedral of Serra Laverns of Despair Chain Lightning Chains of Mephistopheles Chromium Cleanse Cocoon Concordant Crossroads Consure Horror	BI A Bk L R R Bk W G G Bk	RURRURC	\$14.00 \$4.00 \$10.00 \$4.00 \$4.00 \$4.00 \$4.00 \$27.00 \$14.00 \$17.00 \$3.00 \$11.00 \$7.00	
Srine Hag Sronze Horse Catricin Ants Cathedral of Serra Laverns of Despair Chain Lightning Chains of Mephistopheles Chromium Cleanse Cocoon Concordant Crossroads Consorie Horror Crew Giant Drevasse	BI Bk L R R Bk W G G Bk G R	RUR RUR CRR RUR RUU	\$14.00 \$4.00 \$10.00 \$4.00 \$9.00 \$4.00 \$17.00 \$17.00 \$11.00 \$7.00 \$5.00 \$3.00	
Lleanse Coccoon Concordant Crossroads Cosmic Horror Craw Giant Crevasse Crevasse	BI A Bk L R Bk W G G Bk G Bk	RURRURCRRRURRUUC	\$14.00 \$6.00 \$10.00 \$4.00 \$4.00 \$4.00 \$4.00 \$27.00 \$14.00 \$17.00 \$11.00 \$11.00 \$5.00 \$3.00 \$2.00 \$2.00 \$8.00	
Lleanse Coccoon Concordant Crossroads Cosmic Horror Craw Giant Crevasse Crevasse	BI ABK RRBK WGGBK RRRR	RURRURCRRRURRUUCRC	\$14.00 \$6.00 \$10.00 \$4.00 \$4.00 \$4.00 \$4.00 \$27.00 \$14.00 \$17.00 \$11.00 \$11.00 \$5.00 \$3.00 \$2.00 \$2.00 \$8.00	
Lleanse Coccoon Concordant Crossroads Cosmic Horror Craw Giant Crevasse Crevasse	BI A Bk L R R Bk W G G Bk G R R R R M Bk	RURRURCRRRRURRUUCRCRC	\$14.00 \$4.00 \$10.00 \$4.00 \$4.00 \$27.00 \$17.00 \$17.00 \$11.00 \$3.00 \$11.00 \$3.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00	
Icanse Joccoon Concordant Crossroads Josmic Horror Traw Giant Drevasse Crimson Kobolds Drimson Manticore Tronokshank Kobolds Darkno Blackblade Jarkness Jeadfall Demonic Torment	BI A BL R R BM WGGB G R R R R M BK G BK	RURRURCRRRURRUUCRCRCUU	\$14.00 \$4.00 \$10.00 \$4.00 \$9.00 \$27.00 \$17.00 \$17.00 \$17.00 \$3.00 \$1.00 \$3.00 \$2.00 \$3.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$3.00	
Icanse Joccoon Concordant Crossroads Josmic Horror Traw Giant Drevasse Crimson Kobolds Drimson Manticore Tronokshank Kobolds Darkno Blackblade Jarkness Jeadfall Demonic Torment	BI A BL R R BM WGGB G R R R R M BK G BK	RURRURCRRRURRUUCRCRCUUR	\$14.00 \$4.00 \$10.00 \$4.00 \$9.00 \$27.00 \$17.00 \$17.00 \$17.00 \$3.00 \$1.00 \$3.00 \$2.00 \$3.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$3.00	
Icanse Joccoon Concordant Crossroads Josmic Horror Traw Giant Drevasse Crimson Kobolds Drimson Manticore Tronokshank Kobolds Darkno Blackblade Jarkness Jeadfall Demonic Torment	BI A BL R R BM WGGB G R R R R M BK G BK	RURRURCRRRURRUUCRCRCUURRR	\$14.00 \$4.00 \$10.00 \$4.00 \$9.00 \$27.00 \$17.00 \$17.00 \$17.00 \$3.00 \$1.00 \$3.00 \$2.00 \$3.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$3.00	
Icanse Joccoon Concordant Crossroads Josmic Horror Traw Giant Drevasse Crimson Kobolds Drimson Manticore Tronokshank Kobolds Darkno Blackblade Jarkness Jeadfall Demonic Torment	BI A BL R R BM WGGB G R R R R M BK G BK	RURRURCRRRURRUUCRCRCUURRRUU	\$14.00 \$4.00 \$10.00 \$4.00 \$27.00 \$14.00 \$27.00 \$14.00 \$17.00 \$17.00 \$3.00 \$17.00 \$3.00 \$10 \$3.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$1.00 \$2.00 \$1.00 \$2.00 \$1.00 \$2.00 \$1.00 \$2.00 \$1.00 \$2.00 \$1.00 \$2.00 \$1.00	
Icanse Joccoon Concordant Crossroads Josmic Horror Traw Giant Drevasse Crimson Kobolds Drimson Manticore Tronokshank Kobolds Darkno Blackblade Jarkness Jeadfall Demonic Torment	BI A BL R R BM WGGB G R R R R M BK G BK	RURRURCRRRURRUUCRCRCUURRRU	\$14.00 \$4.00 \$10.00 \$4.00 \$27.00 \$17.00 \$14.00 \$14.00 \$14.00 \$14.00 \$14.00 \$14.00 \$3.00 \$10.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$3.00 \$2.00 \$	
Icanse Joccoon Concordant Crossroads Josmic Horror Traw Giant Drevasse Crimson Kobolds Drimson Manticore Tronokshank Kobolds Darkno Blackblade Jarkness Jeadfall Demonic Torment	BI A BL R R BM WGGB G R R R R M BK G BK	RURRURCRRRURRUUCRCRCUURRRUURRR	\$14.00 \$4.00 \$10.00 \$4.00 \$4.00 \$27.00 \$17.00 \$17.00 \$17.00 \$3.00 \$14.00 \$3.00 \$14.00 \$3.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$16.00 \$2.00 \$16.00 \$2.00 \$16.00 \$2.00 \$16.00 \$2.00	
Icanse Joccoon Concordant Crossroads Josmic Horror Traw Giant Drevasse Crimson Kobolds Drimson Manticore Tronokshank Kobolds Darkno Blackblade Jarkness Jeadfall Demonic Torment	BI A BL R R BM WGGB G R R R R M BK G BK	RURRURCRRRURRUUCRCRCUURRRUURRRCU	\$14.00 \$6.00 \$10.00 \$4.00 \$4.00 \$27.00 \$17.00 \$17.00 \$11.00 \$11.00 \$1.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$16.00 \$2.00 \$1.00 \$2.00 \$1.00 \$2.00 \$1.00 \$2.00 \$1.00 \$2.00 \$1.00 \$2.00 \$3.00 \$2.00 \$3.00	
Icanse Joccoon Concordant Crossroads Josmic Horror Traw Giant Drevasse Crimson Kobolds Drimson Manticore Tronokshank Kobolds Darkno Blackblade Jarkness Jeadfall Demonic Torment	BI A BL R R BM WGGB G R R R R M BK G BK	RURRURCRRRURRUUCRCRCUURRRUURRRCURU	\$14.00 \$6.00 \$10.00 \$4.00 \$9.00 \$27.00 \$17.00 \$17.00 \$17.00 \$17.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$1.00 \$2.00 \$3.00 \$2.00 \$3.00 \$2.00 \$3.00 \$2.00 \$3.00	
Icanse Joccoon Concordant Crossroads Josmic Horror Traw Giant Drevasse Crimson Kobolds Drimson Manticore Tronokshank Kobolds Darkno Blackblade Jarkness Jeadfall Demonic Torment	BI A BL R R BM WGGB G R R R R M BK G BK	RURRURCRRRURRUUCRCRCUURRRUURRRCU	\$14.00 \$6.00 \$10.00 \$9.00 \$27.00 \$11.00 \$17.00 \$11.00 \$3.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$3.00 \$2.00 \$16.00 \$1.00 \$3.00	
Icanse Joccoon Concordant Crossroads Josmic Horror Traw Giant Trevasse Crimson Manticore Tronokshank Kobolds Jakkon Blackblade Jarkness Deadfall Demonic Torment Disharmony Divine Intervention Divine Intervention Divine Transformation Dream Coat Divarven Song Elder Land Wurm Elder Spawn Elder Spawn Elven Riders Elder Spawn Elven Riders Eureka Vit Eye of Orms-By-Gore Failling Star	BI A BL R R BM WGGB G R R R R M BK G BK	RURRURCRRRURRUUCRCRCUURRRUURRRCURUURR	\$14.00 \$4.00 \$10.00 \$9.00 \$27.00 \$14.00 \$27.00 \$11.00 \$11.00 \$2.000 \$2.000 \$2.000 \$2	
Icanse Joccoon Concordant Crossroads Josmic Horror Traw Giant Trevasse Crimson Manticore Tronokshank Kobolds Jakkon Blackblade Jarkness Deadfall Demonic Torment Disharmony Divine Intervention Divine Intervention Divine Transformation Dream Coat Divarven Song Elder Land Wurm Elder Spawn Elder Spawn Elven Riders Elder Spawn Elven Riders Eureka Vit Eye of Orms-By-Gore Failling Star	BIABKLRRBKWWGGBKGRRRRRMBKGBKRWWBIRWBGWRGBKBRBBRG	RURRURCRRRURRUUCRCRCUURRRUURRRCURUURRRU	\$14.00 \$6.00 \$10.00 \$9.00 \$27.00 \$11.00 \$11.00 \$11.00 \$3.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$16.00 \$2.00 \$2.00 \$1.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$11.00 \$3.00 \$11.00 \$1.	
Icanse Joccoon Concordant Crossroads Josmic Horror Traw Giant Trevasse Crimson Manticore Tronokshank Kobolds Jakkon Blackblade Jarkness Deadfall Demonic Torment Disharmony Divine Intervention Divine Intervention Divine Transformation Dream Coat Divarven Song Elder Land Wurm Elder Spawn Elder Spawn Elven Riders Elder Spawn Elven Riders Eureka Vit Eye of Orms-By-Gore Failling Star	BIABKLRRBKMWGGBKGRRRRRMBKGBKRWWBIRWBIGWRGBKKRBIRGAW	RURRURCRRRUUCRCRCUURRRUURRRURRRUR	\$14.00 \$6.00 \$10.00 \$9.00 \$27.00 \$11.00 \$11.00 \$11.00 \$3.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$16.00 \$2.00 \$2.00 \$1.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$11.00 \$3.00 \$11.00 \$1.	
Icanse Joccoon Concordant Crossroads Josmic Horror Traw Giant Trevasse Crimson Manticore Tronokshank Kobolds Jakkon Blackblade Jarkness Deadfall Demonic Torment Disharmony Divine Intervention Divine Intervention Divine Transformation Dream Coat Divarven Song Elder Land Wurm Elder Spawn Elder Spawn Elven Riders Elder Spawn Elven Riders Eureka Vit Eye of Orms-By-Gore Failling Star	BIABLIRRBMWGGBGRRRRRMBGBRWWBBRWBGWRGBBBRBBRGAWR	RURRURCRRRURRUUCRCRCUURRRUURRRCURUURRRURUU	\$14.00 \$4.00 \$10.00 \$4.00 \$27.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$16.00 \$2.00 \$1	
Icanse Joccoon Concordant Crossroads Josmic Horror Traw Giant Trevasse Crimson Manticore Tronokshank Kobolds Jakkon Blackblade Jarkness Deadfall Demonic Torment Disharmony Divine Intervention Divine Intervention Divine Transformation Dream Coat Divarven Song Elder Land Wurm Elder Spawn Elder Spawn Elven Riders Elder Spawn Elven Riders Eureka Vit Eye of Orms-By-Gore Failling Star	BIABKLRRBKMWGGGBGRRRRRMBBGBRRWWBBRWBBGWRGBBBRBBRGAWRMA	RURRURCRRRURRUUCRCRCUURRRUURRRCURUURRRURUURR	\$14.00 \$4.00 \$10.00 \$4.00 \$27.00 \$11.00 \$11.00 \$11.00 \$3.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.4.00 \$3.4.00 \$3.4.00 \$3.4.00 \$3.4.00 \$3.4.00 \$3.00 \$3.4.00 \$3.4.00 \$3.00 \$3.4.00 \$3.4.00 \$3.00 \$3.4.00 \$3.00	
Icanse Joccoon Concordant Crossroads Josmic Horror Traw Giant Devasse Crimson Kobolds Drimson Manticore Tronokshank Kobolds Dakkon Blackblade Jarkness Deadfall Demonic Torment Disharmony Divine Intervention Divine Intervention	BIABKLRRBKMWGGGBGRRRRRMBBGBKRWWBIRWBIGWRGBBBRBBRGAWRMAMR	RURRURCRRRURRUUCRCRUURRRUURRRCURUURRRURRRRR	\$14.00 \$4.00 \$10.00 \$9.00 \$27.00 \$14.00 \$27.00 \$11.00 \$27.00 \$11.00 \$2.0	
Icanse Joccoon Concordant Crossroads Josmic Horror Traw Giant Trevasse Crimson Manticore Tronokshank Kobolds Jakkon Blackblade Jarkness Deadfall Demonic Torment Disharmony Divine Intervention Divine Intervention Divine Transformation Dream Coat Divarven Song Elder Land Wurm Elder Spawn Elder Spawn Elven Riders Elder Spawn Elven Riders Eureka Vit Eye of Orms-By-Gore Failling Star	BIABKLRRBKMWGGBKGRRRRRMBBGBKRWWBIRWBIGWRGBKBRRBRGAWRMAM	RURRURCRRRUUCRCRCUURRRRUURRRCURUURRRUURRR	\$14.00 \$4.00 \$10.00 \$4.00 \$27.00 \$11.00 \$11.00 \$11.00 \$3.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.4.00 \$3.4.00 \$3.4.00 \$3.4.00 \$3.4.00 \$3.4.00 \$3.00 \$3.4.00 \$3.4.00 \$3.00 \$3.4.00 \$3.4.00 \$3.4.00 \$3.00 \$3.4.00 \$3.00 \$3.4.00 \$3.00	



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Card Title	Color	Rarity	Price	Card Title
Greater Realm of Preservation Greed	m W Bk	U R	\$8.00 \$9.00	Shimian Nig Silhouette
Green Mana Battery	A	U	\$4.00	Sir Shandlar
Gwendlyn Di Corci Halfdane	M M	R R	\$19.00 \$13.00	Sivitri Scarz Sol'kanar th
Hammerheim Hazezon Tamar	M M	U R	\$5.00 \$14.00	Spectral Clo Spinal Villai Spirit Link
Heaven's Gate Hell's Caretaker	W Bk	Ũ R	\$5.00 \$14.00	Spirit Link
Hellfire	Bk	R	\$19.00	Spiritual San Stangg Storm Seeke
Horn of Deafening Horror of Horrors	A Bk	R U	\$4.00 \$4.00	Storm World
Hunding Gjornersen Hyperion Blacksmith	M R	U U	\$4.00	Sunastian Fa Sword of the
Icnneumon Druid	G	U	\$3.00 \$3.00 \$9.00 \$9.00	Sylvan Libra
Imprison In the Eye of Chaos Infernal Medusa	Bk Bl	R R	\$9.00	Sylvan Libra Sylvan Parad Syphon Soul
Infinite Authority	Bk W	U R	\$6.00 \$13.00	Tabemacle at Tacklemagg
Invoke Prejudice Ivory Guardians	Bl W	R U	\$16.00 \$3.00	Telekinesis Teleport
Jacques le Vert Jasmine Boreal	M	Ř U	\$11.00	Temnest Efr
Jedit Ojanen	M	U	\$4.00 \$4.00	Tetsuo Ume Thunder Spi
Jerrard of the Closed Fist Johan	M M	U R	\$4.0 \$9.00	Tobias Andri
Jovial Evil Juxtapose	Bk BI	R R	\$14.00 \$6.00	Tolaria Tor Wauki
Karakas Kasimir the Lone Wolf	L	U	\$5.00	Torsten Von
Kei Takahashi	M M	U R	\$4.00 \$8.00	Touch of Da Triassic Egg Tuknir Deat
Killer Bees Kismet	G W	R U	\$10.00 \$3.00	Typhoon
Knowledge Vault Kobold Drill Sergeant	A R	R U	\$11.00 \$7.00	Undertow Underworld
Kobold Overlord Kobold Taskmaster Kobolds of Kher Keep	R	R	\$17.00	Unholy Cita
Kobolds of Kher Keep	R R	U C U	\$7.00 \$2.00	Untarned Wi Ur-Drago
Kry Shield Lady Caleria Lady Evangela	A M	U R	\$3.00 \$11.00	Urborg Vaevictis As
Lady Evangela Lady of the Mountain, The	M	R U	\$11.00 \$4.00	Visions Voodoo Doll
Lady Orca	M	U	\$4.00	Wall of Dust
Land Tax	BI	R U	\$15.00 \$12.00	Wall of Ligh Wall of Opp
Land Equilibrium Land Tax Land's Edge Lesser Werewolf	R Bk	R U	\$12.00 \$11.00 \$6.00 \$4.00	Wall of Opp Wall of Putri Wall of Tom Wall of Won
Life Chisel Life Matrix	A A	U R	\$4.00 \$9.00	Wall of Won
Lifeblood	W	R	\$16.00	Whirling De White Mana
Living Plane Livonya Silone Lord Magnus	G M	R R	\$18.00 \$11.00	Willow Saty Winds of Ch
Lord Magnus Mana Drain	M Bl	UU	\$4.00 \$39.00	Winter Blast Wood Eleme
Mana Matrix Marble Priest	AA	Ř	\$9.00 \$3.00	Wretched, T
Marhault Elsdragon	M	Ú	\$3.00	Xira Arien
Master of the Hunt Mirror Universe	G A W	R R	\$22.00 \$89.00	THE DA
Moat Mold Demon	W Bk	R	\$64.00	Booster I
Mountain Stronghold Mountain Yeti	L R	R U U	\$9.00 \$3.00 \$3.00	Booster
Nebuchadnezzar	M	R	\$8.00	Complete
Nether Void Nicol Bolas	Bk M	R R	\$47.00 \$17.00	Common
North Star Nova Pentacle	A A	R	\$14.00 \$17.00	Card Title
Palladia-Mors Part Water	M Bl	R R U	\$17.00 \$14.00	Card The
Pavel Maliki	М	U	\$3.00 \$3.00	Amnesia
Pendelhaven Petra Sphinx	N W	U R	\$6.00 \$8.00	Angry Mob Apprentice V
Pixie Queen Planar Gate	G A	R R	\$9.00 \$16.00	Ball Lightnin Banshee
Pradesh Gypsies Presence of the Master	G W	Ū U	\$3.00 \$5.00 \$3.00	Barl's Cage Blood Moon
Primordial Ooze	R	U	\$3.00	Blood of the
Princess Lucrezia Psionic Entity	M Bł	U R U	\$4.00 \$8.00	Bone Flute Book of Ras
Puppet Master Quagmire	BI Bk	U	\$3.00 \$3.00	Brothers of I Cave People
Quaqmire Quarum Trench Gnomes Rabid Wombat	R G	R	\$9.00	City of Shad
Radjan Spirit	G	Ŭ	\$3.00 \$3.00 \$12.00 \$3.00	Cleansing Coal Golem Curse Artifac Dance of Ma Dark Sphere
Ragnar Ramirez DePietro	M M	RU	\$3.00	Dance of Ma
Ramses Overdark Rapid Fire	M W	R	\$15.00	Diabolic Ma
Rasputin Dreamweaver rathi Berserker	M	RU	13.00	Eater of the 1
Rebinn	R G	R	\$4.00 \$7.00 \$9.00	Electric Eel Elves of Dee Eternal Flam
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Reincarnation Relic Barrier	G A	U	\$3.00 \$6.00	Fallen, The Fasting
Relic Bind Remove Enchantments	B1 W	Ŭ C U	\$4.00 \$2.00	Fellwar's Sto
Reset	Bl	U		Fire and Brin Fire Drake
Revelation Reverberation	G Bl	R R U	\$5.00 \$12.00 \$4.00	Flood Fountain of Y
Righteous Avengers Ring of Immortals	W	UR	\$4.00 \$14.00	Fountain of Y Frankenstein Goblin Wiza
Riven Turnbull	A M M	U	\$4.00	Grave Robbe
Rohgahh of Kher Keep Rubinia Soulsinger	M	R R U	\$13.00 \$12.00	Hidden Path Inferno
Rubinia Soulsinger Sea King's Blessing Seafarer's Quay	L N	U U	\$12.00 \$3.00 \$3.00 \$3.00	Knights of T Leviathan
Seeker Segovian Leviathan	WBI	Ŭ	\$3.00 \$3.00	Living Armo
Sentinel	A	R	\$7.00	Lurker Mana Clash
Serpent Generator Shield Wall	A W	R U	\$9.00 \$2.00	Mana Vortex Martyr's Cry

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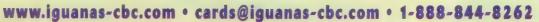
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Card Title	Color	Rarity	Price
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Sol'kanar the Swamp Kir	M M	U R	\$2.00 \$15.00
Spectral Cloak Spinal Villain	BI	U R	\$7.00 \$13.00
Spirit Link	W	U	\$6.00
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Untamed Wilds Ur-Drago	G M	U R	\$3.00
Urborg	L	U	\$5.00
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Amnesia Angry Mob	Bl W	U 2 U 2	\$5.00 \$2.00
Apprentice Wizard Ball Lightning	B1	U 1	\$2.00
Banshee	R Bk	U 1 U 2	\$2.00
Barl's Cage Blood Moon	A R W A R R L	U 1 U 1	\$2.00 \$6.00
Blood of the Martyr	W	U 1 U 2 U 2	\$2.00
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Fellwar's Stone Fire and Brimstone	A W	U 2 U 2	\$3.00 \$2.00
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Inferno		Ŭi	\$4.00
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Knights of Thorn Leviathan	W Bl	U 1 U 1	\$6.00
Knights of Thorn Leviathan Living Armor Lurker	W Bl A G	U 1 U 1 U 2 U 1	\$6.00 \$7.00 \$2.00
Knights of Thorn Leviathan Living Armor	W Bl	U 1 U 1 U 2	

THE DARK CA	RD LI	ST Ico	mt.)
Card Title	Color	Rarity	Price
Mare of Ith Merfolk Assassin Mind Borab Narneless Race Necropolis Niall Silvain Orc General People of the Woods Preacher Psychic Allergy Rag Man Reflecting Mirror Runesword Safe Haven Scarwood Hag Scarwood Sandits Scarwood Hag Scarwood Sandits Scarwood Hag Scarwood Sandits Scarwood Hag Scarwood Sandits Scarwood Sandits Stome Calendar Tangle Kelp Tivadar's Crusade Tormod's Crypt Iower of Courcall Tracker Uncle Istvan Wand of Ith War Barge Whippoorwill Witch Hunter Worms of the Earth Wormwood Treefolk	LIIIIIBAGRGWBIBAALLAGGBKRALGAABBWAAAGBKAAGWBKG	$\begin{array}{c} C \ ! \\ U \ 2 \$	\$13.00 \$5.00 \$5.00 \$5.00 \$5.00 \$5.00 \$5.00 \$5.00 \$5.00 \$5.00 \$2.00
FALLEN EMPIRES Booster Pack Booster Box	CAR	Ş	\$1.00 46.95
Complete Set Commons Not List	ed.		59.95 50 ea
Card Title	Color	Rarity	Price
Aeolipile Balm of Restoration Bottomless Vault Breeding Pit Conch Horn Deep Spawn Deel Spawn Derelor Draconian Cylix Dwarven Armorer Dwarven Armorer Dwarven Hold Dwarven Hold Gobin Fits Gobin Warens Hand of Justice Havenwood Battleground Heroism Hollow Trees Hawenwood Battleground Heroism Holmarid Spawning Bed Icatian Lieutenant Icatian Shaman Homarid Spawning Bed Icatian Store Icatian Sto	A A L B A B A B A R R L R L B L A G W W G G R R R W L W N B B W W W W L W A R R R L A B L L B B A A G B L G G G G B B B B B	$\begin{array}{c} U U U \\ U U U U U U U U U U U U U U U $	\$4.00 \$2.00 \$5.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$2.00 \$3.00 \$1.00 \$2.00 \$3.00 \$1.00

EAU	EN EN	PIRE	CARD	LIST	(conti)
		a nise	CHURD		(conna)

Card Title	Color	Rarity	Price
Tourach's Gate	Bk	U I	\$2.00
Vodalian Knights	Bl	U I	\$3.00
Vodalian War Machine	Bl	U I	\$3.00
Zelyon Sword	A	U I	\$2.00

	CHRONICLES CARD	LIST		
	Booster Pack			\$2.45
	Booster Box Complete Set			\$74.95 \$79.95
	Commons not listed			.50 ea
	Card Title	Color	Donita	Price
	Caru Thie	COIOI	Rarity	THE
	Abu Ja'far	W W	U 3 U 1	\$1.00
	Akron Legionnaire Aladdin	R	U 1	\$2.00 \$3.00
	Angelic Voices Arcades Sabboth	W M	U 1 U 1	\$5.00
	Arcades Sabboth Arena of the Ancients	A	U 1	\$5.00 \$2.00 \$3.00 \$3.00
	Axelrod Gunnarson Ayesha Tanaka	M M	III I	\$3.00
	A mire Drake	Bl	U 3	\$1.00
	Banshee Barl's Cage Beasts of Bogardan Blood Moon Blood of the Martyr	Bk A	U 3 U 1	\$1.00 \$1.00
	Beasts of Bogardan	R	U 3 U 1 U 3 U 1 U 1 U 1 U 1 U 1	\$1.00 \$4.00
	Blood of the Martyr	Ŵ	U 3 U 1	\$1.00 \$1.00
	Blood of the Martyr Book of Rass Bronze Horse Chromium	R W A M L	U 1 U 1	\$1.00
	Chromium	M	Uİ	\$1.00 \$5.00
	City of Brass Cocoon	G	U 1 U 3	\$8.00 \$1.00
	Concordant Crossroads	G	U 1	\$3.00
	Craw Giant Cyclone	Ğ G M	U 3 U 1	\$1.00 \$2.00 \$4.00
	Dakkon Blackblade	M Bl	U 1 U 1	\$4.00 \$2.00
	Dance of Many Enchantment Alteration	Bl	U 3	\$1.00
	Erhnam Djinn Fallen Angel	G Bk	U 3 U 3 U 3	\$5.00 \$1.00
	Fallen Angel Felon's Cane	A	U3	\$1.00
	Fire Drake	R M	U3 U3 U1 U1	\$1.00 \$2.00 \$3.00
	Gabriel Angelfire Gauntlets of Chaos	A	ŬÎ	\$3.00
	Goblin Artisans Hell's Caretaker	R Bk	U 3	\$1.00 \$7.00 \$2.00
	Horn of Deafening	A W	U 1	\$2.00
	Ivory Guardians Jalum Tome	A	U1	\$1.00 \$3.00
	Jeweled Bird	A M	U 1 U 1	\$1.00
	Juxtapose	Bl	U 1	\$1.00 \$3.00 \$3.00
	Juxtapose Kei Takahashi Land's Edge	M R	U U I	\$1.00 \$3.00
	Manaun Eisuragon	M	U	\$1.00
	Nebuchadnezzar Nicol Bolas	M M	U 1 U 1	\$4.00 \$5.00
	Obelisk of Undoing Palladia-Mors Petra Sphinx	A M	U 1 U 1	\$5.00 \$3.00 \$5.00 \$2.00
	Petra Sphinx	W	U 1	\$2.00
	Primordial Ooze Puppet Master	R Bl	U 3 U 3	\$1.00 \$1.00
	Rabid Wombat	G	113	¢1 00
	Rakalite Recall	A Bl	U 1 U 3	\$1.00
	Revelation	G	Ú 1 U 1	\$2.00
-	Rubinia Soulsinger Safe Haven	M L	U 1	\$1.00 \$1.00 \$2.00 \$2.00 \$3.00 \$3.00 \$3.00
	Sentinel Serpent Generator	A	U 1 U 1	\$3.00 \$4.00
1	Shield Wall	A W	U 3	\$1.00
	Shimian Night Stalker Sivitri Scarzam	Bk M	U 3 U U 1	\$1.00
ł	Sivitri Scarzam Sol'kanar the Swamp King	M	U1	\$4.00
	Stangg Storm Seeker Takklemaggot	M G	U 1 U 3 U 3	\$1.00 \$4.00 \$3.00 \$2.00
	Takklemaggot Teleport	Bk Bl	U 3 U 1	\$1.00 \$3.00
1	Fallen, The Wretched, The	Bk	U 3	\$1.00
-	Wretched, The Tobias Andrion	Bk M	U 1 C 1	\$4.00 \$1.00
-	For Wanki	B.A	ČÎ	\$1.00
į	Triassic Egg Jrza's Mine	A L L	U 1 C 1	\$1.00
5	Jrza's Mine	L	CI	\$1.00 \$1.00
ί	Jrza's Mine	L	CÎ	\$1.00
I	Jrza's Power Plant	L	C1 C1	\$1.00
l	Jrza's Mine Jrza's Mine Jrza's Power Plant Jrza's Power Plant Jrza's Power Plant Jrza's Power Plant Jrza's Tower	L	C1 C1 C1 C1 C1 C1 C1 C1 C1	\$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00
t	Jrza's Power Plant Irza's Tower	L		\$1.00 \$1.00
			Ci	\$1.00
l	Jrza's Tower Jrza's Tower	L	C 1 C 1	\$1.00
1	laevictis Asmadi	M A	U 1 U 1	\$5.00
1	Voodoo Doll Vall of Opposition Vall of Wonder	R	U3	\$5.00 \$2.00 \$1.00
1	Wall of Wonder Witch Hunter	BI	C1 U1 C1 C1 C1 C1 C1 C1 C1 C1 C1 C1 C1 C1 C1	\$1.00 \$1.00
2	Kira Arien	М	U 1	\$3.00
1	awgmoth Demon	Bk	U 1	\$3.00



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Card Title Cold	or Rarity Price	Card Title	Color Rarity Price	Card Title	Color Rarity Price	Card Title	Color Rarity Price
Arena L Giant Badger G Mana Crypt R Nalathni Dragon R Sewers of Estark Bk Windseeker Centaur R	\$4.00 \$9.00 \$13.00 \$6.00 \$1.00 \$6.00	Ice Cauldron Ice Floe Iceberg Icequake Icy Manipulator Icy Prison	A R 1 \$3.00 L U1 \$1.00 BI U1 \$1.00 Bk U1 \$2.00 A U1 \$7.00 BI R1 \$3.00	Swords to Plowshares Thermokarst Thoughtleech Thunder Wall Timberline Ridge Time Bomb	W U 1 \$2.00 G U 1 \$2.00 G U 1 \$1.00 B1 U 1 \$1.00 B1 U 1 \$1.00 B1 U 1 \$1.00 L R 1 \$3.00 A R I \$4.00 <t< td=""><td>Veldrane of Sengir Wall of Kelp Willow Priestess Winter Sky Wizards' School</td><td>Bk U 1 \$4.00 Bl U 1 \$2.00 G U 1 \$3.00 R U 1 \$2.00 L U 3 \$1.00</td></t<>	Veldrane of Sengir Wall of Kelp Willow Priestess Winter Sky Wizards' School	Bk U 1 \$4.00 Bl U 1 \$2.00 G U 1 \$3.00 R U 1 \$2.00 L U 3 \$1.00
	ALE 20% OFF	Illusionary Presence Illusionary Terrain Illusions of Grandeur	B1 R 1 \$2.00 B1 U 1 \$1.00 B1 R 1 \$3.00	Total War Touch of Vitae Trailblazer	R R 1 \$3.00 G U 1 \$1.00	ALLIANCES CAR	D LIST
Starter Deck Starter Box Booster Pack Booster Box Complete Set SALLE Commons Not Listed	\$8.95 \$59.95 \$2.95 \$59.95 \$109.00 \$.50 ea	Infernal Darkness Infernal Denizen Infinite Hourglass Jester's Mask Jeweled Amulet Johull Wurm Jokulhaups Justice Karplusan Forest	Bk R 1 \$2.00 Bk R 1 \$2.00 A R 1 \$2.00 A R 1 \$2.00 A R 1 \$5.00 A R 1 \$1.00 G U 1 \$1.00 R R 1 \$8.00 W U 1 \$1.00	Underground River Updraft Urza's Bauble Veldt Venomous Breath Vertigo Vexing Arcanix Vibrating Sphere Walking Wall Wall of Lava	G R I \$2.00 L R I \$7.700 BI U I \$1.00 A U I \$1.00 L R I \$3.00 G U I \$1.00 A R I \$5.00 A R I \$5.00 A R I \$3.00 A R I \$3.00 A R I \$3.00 A U I \$1.00 R U I \$1.00 G U I \$1.00 G U I \$1.00	Booster Pack Booster Box Complete Set Ju Commons Not Lis Card Title	
Prices do not reflect	discount	Karplusan Giant Karplusan Yeti	L R1 \$7.00 R U1 \$1.00 R R1 \$3.00	Wall of Pine Needles Wall of Shields	A U1 \$1.00	Arcane Denial Ashnod's Cylix Balduvian Dead	BI C 1 \$2.50 A R 2 \$3.00 Bk U 2 \$1.00
Card Title Colo	or Rarity Price	Kjeldoran Elite Guard Kjeldoran Frostbeast Kjeldoran Knight	W U 1 \$1.00 M U 1 \$1.00 W R 1 \$4.00	War Chariot Whalebone Glider White Scarab	A U1 \$1.00 W U1 \$1.00	Balduvian Horde Balduvian Trading Post	R R 2 \$11.00 L R 2 \$5.00
Adyssal Specter III Adarkar Sentinel A Adarkar Wastes L Aegis of the Meek A Aggression R Afar of Bone M Anmiet of Quoz A Anarohy Kather A Anoum's Weathervane A Aroum's Weathervane A Ashen Ghoul K Avalmohe R Balduvian Conjurer Bi	U1 \$1.00 U1 \$1.00 R1 \$7.00 R1 \$2.00 U1 \$1.00 R1 \$2.00 U1 \$1.00 U1 \$1.00 U1 \$1.00 U1 \$1.00 U1 \$1.00 U1 \$1.00 U1 \$1.00	Kjeldoran Phalanx Kjeldoran Royal Guard Knjeth ora Skrongald Krovikan Elementalist Krovikan Elementalist Krovikan Vampire Land Cap Lapis Lazuli Talisman Lava Tubes Leshrac's Sigil Lhurgoyf Lightning Blow Lightning Blow Lim-Dul's Hex Lost Order of Jarkeld	L R1 \$7:00 R U1 \$1.00 R R1 \$3.00 W U1 \$1.00 W R1 \$4.00 W R1 \$2.00 W R1 \$2.00 W R1 \$2.00 W R1 \$2.00 Bk U1 \$3.50 Bk U1 \$3.50 Bk U1 \$3.50 Bk U1 \$3.00 L R1 \$3.00 L R1 \$3.00 Bk U1 \$1.00 Bk	Whiteout Windgo Wind Spirit Wings of Acethir Winter's Chill Wildering Wisps Word of Blasting Wrath of Marit Lage Yavimaya Gnats Zur's Weirding Zuran Orb	G U1 \$1.00 G R1 \$4.00 BI U1 \$1.00 M U1 \$1.00 Bi R1 \$2.00 Bk U1 \$1.00 Bi R1 \$2.00 Bi R1 \$2.00 Bi R1 \$3.00 G U1 \$1.00 Bi R1 \$3.00 A U1 \$3.00	Bounty of the Hunt Browse Burnout Chaos Harlequin Contagion Death Spark Diminishing Returns Diseased Vermin Dystopia Elvish Bard Elvish Bard Elvish Bard Elvish Spirit Guide Energy Arc Exile False Demise	$\begin{array}{cccccccccccccccccccccccccccccccccccc$
Baldwian Hydra R Baton of Morale A Baton of Morale A Baton of Morale A Bunding Grasp BI Black Scarab W Blizzard G Black Grazp W Blizzard G Binking Spirit W Blizzardb W Brand of II Omen N Brushland L Calito Arms W Caribou Range W	R 1 \$3.00 U 1 \$1.00 U 1 \$1.00 U 1 \$1.00 U 1 \$1.00 R 1 \$6.00 R 1 \$3.00 U 1 \$1.00 R 1 \$2.00 R 1 \$7.00 R 1 \$7.00 R 1 \$7.00 R 1 \$7.00	Lure Magus of the Unseen Mains of the Unseen Mains of the Unseen Marton Stromgald Meling Mericenaries Merieke Ri Berit Mesmeric Trance Mind Warp Mind Warp	W K I \$1.00 G U I \$1.00 G U I \$1.00 BI R I \$2.00 A U I \$1.00 R U I \$1.00 R U I \$1.00 R U I \$1.00 W R I \$2.00 M R I \$2.00 Bi R I \$2.00 Bi R I \$2.00 Bk U I \$1.00	Booster Pack Booster Box Complete Set Commons not listed Card Title	\$1.00 \$49.95 \$69.00 \$.50 ea Color Rarily Price	Fatal Lore Feast or Famine Floodwater Dam Force of Will Gargantuan Gorilla Gorilla Shaman Gustha's Scepter Hait Storm Heart of Yavimaya Helm of Obedience Inheritance	Bk R 2 \$3.00 A R 2 \$2.50 BI U 2 \$4.50 G R 2 \$3.50 R U 3 \$1.00 A R 2 \$3.50 G R 2 \$1.00 G Q 2 \$1.50 G U 2 \$1.50 C R 2 \$3.00 A R 2 \$8.00 W U 2 \$1.00
Celestial Sword A Centaur Archer M Chaos Moon R Chaos Moon R Choromatic Armor M Cold Snap W Conquer S Course of Marit Lage R Dance of the Dead Bit Deflection Hi Despotic Scepter A Data Scepter A Data Scepter A Data Scepter A Data Scepter A Data Scepter A	R1 \$4.00 R1 \$3.00 R1 \$3.00 R1 \$3.00 R1 \$3.00 U1 \$1.00 U1 \$1.00 R1 \$4.00 R1 \$4.00 R1 \$4.00 R1 \$5.00 U1 \$1.00 R1 \$3.00 U1 \$1.00 R1 \$3.00 U1 \$3.00	Minion of Leshrac Minion of Tevesh Szat Monsoon Mountain Titan Mudslide Musician Mystic Might Nacre Talisman Naked Singularity Nature's Lore Netropotence Oath of Lim-Dill Onyx Talisman Orcish Cannoncers	Bk R 1 \$4.00 Bk U 1 \$1.00 Bk U 1 \$1.00 M R 1 \$2.00 M R 1 \$3.00 M R 1 \$3.00 R I \$3.00 Bl R 1 \$3.00 A R 1 \$3.00 G U 1 \$1.00 Bu R 1 \$3.00 A R 1 \$3.00 A R 1 \$3.00 A R 1 \$3.00 A R 1 \$3.00 Bk R 1 \$3.00 A U 1 \$1.00 Bk R 1 \$3.00 A U 1 \$1.00	Abbey Gargoyles Æiher Storm An-Havva Constable An-Havva Ion An-Bavva Township An-Zerrin Ruins Anaba Ancestor Anaba Spirit Crafter Apocalypse Chime Autumn Willow Aysen Abbey Aysen Crusader Aysen Highway Baki's Curse Baron Sengir	$\begin{array}{c ccccccccccccccccccccccccccccccccccc$	Vory Gargoyle Juniper Order Advocate Kaysa Keeper of Tresserhorn Kjeldoran Home Guard Kjeldoran Outpost Krovikan Horror Krovikan Plague Lake of the Dead Library of Lat-Nam Lim-Dôl's Paladin Lim-Dôl's Vault Lodestone Bauble Lord of Tresserhorn Mishra's Groundbreaker	$\begin{array}{ccccc} W & U & 2 & \$1.00 \\ G & R & 2 & \$7.00 \\ Bk & R & 2 & \$5.00 \\ W & U & 2 & \$1.50 \\ L & R & 2 & \$12.00 \\ Bk & R & 2 & \$3.00 \\ Bk & U & 2 & \$10.00 \\ L & R & 2 & \$10.00 \\ H & R & 2 & \$3.50 \\ M & U & 2 & \$2.00 \\ M & U & 2 & \$1.50 \\ A & R & 2 & \$6.00 \\ M & R & 2 & \$4.00 \\ A & U & 2 & \$1.00 \\ \end{array}$
Dreams of the Dead Hi Drift of the Dead Hi Drought W Earthlink M Earthlink M Eider Druid G Elemental Augury M Elkin Bottle A Enduring Renewal W Energy Storm W Essence Vortex M Fanatical Fever G Farry Justice M Fire Covenant M Fire Covenant M Fiodod Woodlands M Flow of Maggots	U1 \$1.00 U1 \$1.00 R1 \$2.00 R1 \$2.00 R1 \$3.00 R1 \$3.00 R1 \$3.00 R1 \$3.00 R1 \$3.00 R1 \$1.00 U1 \$1.00 U1 \$1.00 U1 \$1.00 R1 \$2.00 R1 \$3.00 R1 \$3.00 R1 \$3.00	Orcish Healer Orcish Horrian Orcish Squatters Order of the Sacred Torch Order of the Sacred Torch Order of the Sacred Torch Order of the Sacred Pale Bears Pentagram of the Ages Phantasmal Mount Pit Trap Polar Kraken Pox Pyroblast Pyroblast Pyroblast Pyroblast Recality Twist Reclamation Red Sacrab	W U1 \$2.00 G R1 \$3.00 A R1 \$4.00 BI U1 \$2.00 A U1 \$1.00 BI R1 \$5.00 BI R1 \$5.00 G R1 \$3.00 G R1 \$3.00 R C1 \$1.00 R U1 \$2.00 BI R1 \$3.00 M R1 \$4.00 W U1 \$1.00	Beast Walfers Black Carriage Broken Visage Castle Sengir Chain Stasis Daughter of Autumn Death Speakers Didgeridoo Drudge Spell Dwarven Pony Dwarven Pony Dwarven Pony Dwarven Sea Clan Eron the Reientless Evaporate Faerie Noble Feroz's Ban Forget Ghost Hounds	$\begin{array}{c ccccccccccccccccccccccccccccccccccc$	Misinformation Mystic Compass Nature's Blessing Nature's Chosen Nature's Krath Omen of Fire Phaltagrif Phyrexian Devourer Phylogen Phyrexian Portal Phyrexian Portal Phyloge Primitive Justice Pyrokinesis Reprisal Ritual of the Machine Rogue Skycaptain Royal Decree	$\begin{array}{ccccccc} Bk & U & 2 & \$2.00 \\ A & U & 2 & \$1.00 \\ M & U & 2 & \$1.00 \\ G & U & 2 & \$1.00 \\ G & R & 2 & \$3.00 \\ R & R & 2 & \$3.00 \\ M & R & 2 & \$3.00 \\ M & R & 2 & \$3.00 \\ A & R & 2 & \$3.00 \\ A & R & 2 & \$3.00 \\ R & U & 2 & \$1.50 \\ R & R & 2 & \$4.00 \\ Bk & R & 2 & \$4.00 \\ Bk & R & 2 & \$4.00 \\ R & R & 2 & \$5.00 \\ R & W & R & 2 & \$5.00 \\ \end{array}$
Forbidden Lore G Force Void E Force Void W Forgatise Supplicant G Freyalise's Charm G Freyalise's Winds G Funanole M Fyndhorn Bow A Fyndhorn Bow A Fyndhorn Bollen G Game of Chaos R General Jarkeld W General Jarkeld W Ginstly Flame M Ginstly Flame L	R1 \$3.00 U1 \$1.00 U1 \$1.00 U1 \$1.00 U1 \$1.00 U1 \$1.00 U1 \$1.00 U1 \$1.00 U1 \$1.00 U1 \$1.00 R1 \$2.00 R1 \$2.00 R1 \$3.00 U1 \$1.00 U1 \$1.00	Ritual of Subdual River Delta Runed Arch Sacred Boon Sea Spirit Seraph Shield of the Ages Shyft Sibilant Spirit Sibiver Erne Skeleton Ship Skull Catapult Sleight of Mind Snow Fortress Snow Hound SnowHound	G R 1 \$2,00 L R 1 \$3,00 A R 1 \$2,00 W U 1 \$1,00 BI U 1 \$1,00 BI U 1 \$1,00 BI R 1 \$3,00 A U 1 \$1,00 BI R 1 \$3,00 BI U 1 \$1,00 BI U 1 \$1,00 BI U 1 \$1,00 M R 1 \$3,00 A U 1 \$1,00 G R 1 \$3,00	Giant Oyster Grandmother Sengir Hazduhr the Abbot Heart Wolf Ihsan's Shade Irini Sengir Ironclaw Curse Joven's Tools Koskun Falls Koskun Falls Koskun Falls Koskun Falls Koskun Keep Leeches Marimoth Harness Marifnan Mystic Decree Narwhal Orcish Mine	$\begin{array}{cccccccccccccccccccccccccccccccccccc$	Scarab of the Unseen Scars of the Veteran School of the Unseen Scasoned Tactician Sheltreed Valley Shield Sphere Sol Grail Soldevi Digger Soldevi Excavations Soldier of Fortune Spiny Starfish Splintering Wind Storm Cauldron Storm Cauldron Storm Elemental Stormgald Spy Suffocation	$\begin{array}{ccccccc} A & U & 2 & \$1.00 \\ W & U & 2 & \$1.50 \\ L & U & 2 & \$1.50 \\ W & U & 2 & \$1.50 \\ U & R & 2 & \$3.00 \\ A & R & 2 & \$5.00 \\ A & R & 6 & \$2.00 \\ A & R & 6 & \$2.00 \\ A & R & 2 & \$5.00 \\ B & U & 2 & \$1.50 \\ G & R & 2 & \$3.00 \\ A & R & 2 & \$5.00 \\ B & U & 2 & \$1.50 \\ B & U & U & \$1.50 \\ B & U & U & \$1.50 \\ B & U & U & \$1.50 \\ B & U & U & \$1.50 \\ B & U & U & \$1.50 \\ B & U & U & \$1.50 \\ B & U & U & \$1.50 \\ B & U & U & \$1.50 \\ B & U & U & \$1.50 \\ B & U & U & \$1.50 \\ B & U & U & \$1.50 \\ B & U & U & \$1.50 \\ B & U & U & \$1.50 \\ B & U & U & \$1.50 \\ B & U & U & \$1.50 \\ B & U & U & \$1.50 \\ B & U & U & \$1.50 \\ B & U & U & \$1.50 \\ B & U & U & U & \$1.50 \\ B & U & U & U & \$1.50 \\ B & U & U & U & \$1.50 \\ B & U & U & U & \$1.50 \\ B & U & U & U & \$1.50 \\ B & U & U & U & U & U & U \\ B & U & U & U & U & U & U \\ B & U & U & U & U & U & U & U \\ B & U & U & U & U & U & U & U \\ B & U & U & U & U & U & U & U \\ B & U & U & U & U & U & U & U \\ B & U & U & U & U & U & U & U \\ B & U & U & U & U & U & U & U & U \\ B & U & U & U & U & U & U & U & U \\ B & U & U & U & U & U & U & U & U & U \\ B & U$
Glacial Chasm L Glacial Chasm L Glacial Wall E Glaciars M Goblin Lyre A Soblin Mutant H Goblin Snowman R fravebind H fraen Scarab W Hallowed Ground W Hallowed Hallowed Hallow	$\begin{array}{ccccc} U1 & $1.00\\ W1 & $2.00\\ W1 & $1.00\\ R1 & $2.00\\ R1 & $5.00\\ W1 & $1.00\\ U1 & $1.00\\ U1 & $1.00\\ U1 & $1.00\\ U1 & $1.00\\ W1 & $1.00\\ W1 & $1.00\\ W1 & $1.00\\ U1 & $1.00\\ W1 & 1	Soldevi Golem Soldevi Machinist Soldevi Simulacrum Soul Barrier Spectral Shield Spoils of Evil Spoils of War Stampede Stamped Stampede Stamped Stampede Stampede Stamped Stamp	A R 1 \$5:00 BI U 1 \$1:00 BI U 1 \$1:00 BI U 1 \$1:00 BI U 1 \$1:00 BI U 1 \$1:00 BI BI S1:00 BK R 1 \$3:00 G R 1 \$2:00 A R 1 \$5:00 Bk R 1 \$5:00 BK U 1 \$5:00 M R 1 \$5:00 M R 1 \$5:00 M R 1 \$6:00 Bk R 1 \$4:00 G R 1 \$4:00 C R 1 \$7:00 A U 1 \$1:00	Orcish Mine Primal Order Rashka the Slayer Retribution Reveka, Wizard Savant Roots Rysorian Badger Sea Sprite Sea Troil Serra Indusitors Serra Aviary Serra Aviary Serra Aviary Serra Arows Soraya the Falconer Spectral Bears Timmerian Fiends Truce	R Ú 3 \$2.00 G U 1 \$5.00 W U 3 \$1.00 R U 3 \$1.00 R U 3 \$1.00 G U 1 \$3.00 G U 3 \$1.00 G U 3 \$1.00 G U 3 \$1.00 Bl U 3 \$1.00 Bl U 3 \$1.00 Bl U 3 \$1.00 Bk U 1 \$5.00 W U 1 \$3.00 C \$2.00 W U 1 \$3.00 G U 3 \$1.00 W U 1 \$2.00 W U 1 \$2.00 W U 1 \$2.00	Surge of Strength Susteation Spirit Sworn Defender Thawing Glaciers Thought Lash Tidal Control Tornado Unfikely Alliance Urza's Engine Varchikl's War-Riders Viscerid Drone Wardering Mage Whirting Catapult Winter's Night Yavimaya Ants	$\begin{array}{cccccccccccccccccccccccccccccccccccc$

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	MIRAGE CARD LIST		
	Starter Deck Starter Box		
	Booster Pack		
	Booster Box Complete Set		
	Commons not listed		\$
	Card Title	Color	Rarity
	Abyssal Hunter Acidic Dagger	Bk A G	R R
	Afiya Grove Afterlife	W R	R U U
	Aleatory Amber Prison Amulet of Unmaking	A A	R
	Ancestral Memories	Bi	R
	Ashen Powder	Bk	R
	Asmira, Holy Avenger Auspicious Ancestor	M	R R
	Bad River	L G	U U
	Barbed Foliage Barbed-Back Wurm Barreling Attack	Bk R	U R
	Basalt Golem	A	U
	Bazaar of Wonders	Bl	R
	Benthic Djinn Blighted Shaman	M Bk	RU
	Blind Fury Blinding Light	R	Ŭ U
Course and	Bone Mask	A G	R R
and L	Brushwagg Burning Palm Efreet	R	U
LA MORE	Cadaverous Bloom	M	R
	Canopy Dragon	G	R
-	Carrion	Bk	R
	Catacomb Dragon	Bk	R
	Celestial Dawn	W	R
	Cerulean Wyvern	Bl	U
	Chaosphere	R	R
	Charcoal Diamond	A	U
	Chariot of the Sun	A	U
	Cınder Cloud	R	U
1	Circle of Despair	M	R
	Consuming Ferocity	R	U
1 × 1 × 1	Coral Fighters	Bl	U
	Crimson Hellkite	R	R
CHORE & SHALL NEW	Crimson Roc	R Bk	U U
	Crypt Cobra Crystal Golem Crystal Vein	A L	Ū U
	Cursed Totem	A	R
	Cycle of Life	G	R
Con a state	Daring Apprentice	BI	R
	Decomposition	G	U
N 2 40	Delirium	M	U
	Discordant Spirit	M	R
-	Dissipate	BI	U R
L. Yorking	Divine Retribution Dread Specter	Bk R	U
	Dwarven Miner Early Harvest	G	U R
Converse	Elixir of Vitality	A	U
	Emberwilde Caliph	M	R
Contrast of	Emberwilde Djinn Energy Bolt Energy Vortex	R M	R R
· COTON	Energy Vortex	Bi	R
	Enlightened Tutor	W	U
	Ersatz Gnomes	A	U
	Ether Well	Bl	U
Rev Re	Ethereal Champion	W	R
	Fallow Earth	G	U
A PARTY AND	Favorable Destiny	₩	U
	Femeref Archers	G	U
CALLER OF	Final Fortune	R	R
	Fire Diamond	A	U
A. A.	Flame Elemental	R	U
	Flash	Bl	R
- ANN	Flood Plain	L	U
	Floodgate	Bl	U
	Foratog	G	U
	Forbidden Crypt	Bk	R
L HOLE	Forsaken Wastes Frenetic Efreet	Bk M	RR
181 To	Goblin Scouts Goblin Soothsayer	R	Û U
- Andrew M	GrassLands	L	Ŭ
	Grim Feast	M	R
The second	Grinning Totem	A	R
and and	Grinning Totem Hakim, Loreweaver Hall of Gemstone	BI G	R R
Lo dary	Hammer of Bogardan	R	R
	Harbinger of Night	Bk	R
STYD.	Harbor Guardian	M	U
	Harmattan Efreet	Bl	U
an and all	Haunting Apparition	M	U
	Hazerider Drake	M	U
	Hivis of the Scale	R	R
	Horrible Hordes	A	U
- Pak	Igneous Golem	A	U
	Illicit Auction	R	R
1 all	Illumination	W	U
	Infernal Contract	Bk	R
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Unseen Waker G U \$1.00 Retribution of the Meck W R \$4.30 Unyaro Griffin W U \$2.10 Sanks of Time A R \$4.30 Ventifiar Bouter W U \$1.00 Simmer Billee H U \$1.00 Ventifiar Bouter W U \$1.00 Simmer Billee H U \$1.00 Ventifiar Bouter R R \$5.00 Simmer Billee H U \$1.00 Walting Cacade M U \$1.00 Simmer Billee H U \$1.00 Walting Entersary R R \$3.00 Summer Boon H \$3.00 Withering Boon BL U \$3.00 Time and Tide BL \$3.00 Zurain of the Claw R R \$3.00 Time and Tide BL \$3.10 Zurain of the Claw R \$3.20 State \$3.00 Time and Tide BL \$3.10 Zurai				\$6.00	Relic Ward	W	U	\$10
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Vaporab Djam BI U \$1.00 Ventifari Botte A \$4.00 Ventifari Carado R \$4.00 Vitalizing Casado R \$1.00 Simon M U \$1.00 Ventifari Dragon R R \$2.00 Smale Baster M U \$1.00 Waiting in the Weeds R S.3.00 Smale Baster M R \$3.00 Waiting in the Weeds M R 3.00 Simon manual Lagery M R \$3.00 Wildrine Temisary M R 3.00 Simon manual Lagery M R \$3.00 Wildrine Temisary M U 3.100 Time wildre BI U 3.100 Zahna of the Cale R S.5.00 Call Time and Talvern M U 3.100 Zuhan of the Cale R S.5.00 Cale Res S.5.00 Visitories State S.5.00 Card Title Cole Res S.5.00<					Rowen	G	R	\$4.00
Vigilating Cascade W U \$1.00 Simoon M Ú \$1.00 Vialating Cascade R R \$9.00 Smate Basket R U \$2.00 Walting In the Weeds C R R \$3.00 Smate Basket R U \$3.00 Walting In the Weeds C R \$3.00 Smate Basket R \$3.00 Walting In the Weeds C R \$3.00 Smate Basket R \$3.00 Withering Boon BL U \$3.00 Treferit Neor Cuard W U \$3.00 Withering Boon BL U \$1.00 Trees Mark Neor Cuard W U \$3.00 Zinan of the Claw R R \$1.00 True G U \$3.00 Zinhar of the Claw R R \$5.00 S S S S S S Booster Pack \$2.29 S S S S S S	Vaporous Djinn	BI	U	\$1.00	Scalebane's Elite	M	U	\$1.00
Villating Chicade M U \$1.00 Spitting Drake A R \$2.00 Walang in Mewdes R U \$2.00 Spitting Drake R U \$2.00 Walang in Mewdes R U \$2.00 Spitting Drake R U \$2.00 Walang in Mewdes N R U \$1.00 Summer Bloom R U \$1.00 Windrige Palon N U \$1.00 Summer Bloom R \$3.00 Windrige Palon M U \$1.00 Store Float R \$3.00 Yisoons Carn M R \$1.00 Tme Mig Chinena R \$3.00 Zombie Mob BL U \$1.00 Tme Mig Chinena R U \$3.00 Zombie Mob BL \$1.00 Tme Mig Chinena R U \$3.00 Zombie Mob BL Store Store Store Store Store Complete Set Store Sto								\$1.00
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Withering Boon Withering Boon Withering Boon Withering Boon Withering Boon PareMU\$1.00 Temper Drake Temper Drake MBI RS 33 S 33.00 Time-Wither Temper Drake MBI RS 33 S 33.00 Time-Wither Temper Drake MBI RS 33 S 33.00 Time-Wither Time-Wither Wither Wither Wither Wither Wither Wither Transite of War Wither Document And Changtan Utability Computing Commons Not Listed Commons Not Listed Commons Not ListedTerminity Computing S 2.95 S 2.95 Ward of Denial Wither Wither Wither Wither Wither Wither Wither Wither Wither Wither Commons Not ListedR S 5.00 S 2.95 Ward of Denial Ward of Denial A R Ward of Denial A R Ward of Denial A R Ward of Denial A R S 33.00 Ward of Denial Archangel Ward of Denial Archangel Denards Commons Not ListedR S 5.00 S 5.00 S 5.00 Ward of Denial Archangel W R S 5.00 Commons Not Listed Commons Not Listed Com	Wellspring	М	R	\$3.00		R	U	\$1.00
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Yang Yung Yung Stop Three Wishes Bit R Stop Zaha Jihing Commander W U \$1.00 Zinlan of the Claw R \$5.00 Zubei, Giolen Feather W R \$5.00 Visions Addition Commander W U Zubei, Giolen Feather W R \$5.00 Visions CARD LIST Stop Mather Complete Set Call Complete Set Call \$129.00 Complete Set Call Complete Set \$129.00 Call Stop Stop Card Title Color Ruffy Price NetThere Rox Call Au Djian Bk V \$1.00 Stop Booster Pack \$2.95 Stop Call \$2.90 Card Title Color Ruffy Price Stop Call Au Djian Bk V \$1.00 Stop Broadna Proteins R \$5.00 Call \$2.90 Card Title Color Ruffy Price Stop Call Au Djian of Au B R \$5.00 Call Stop Broadna Proteins R \$5.00 Call Stop </td <td>Withering Boon</td> <td>Bk</td> <td>U</td> <td>\$2.00</td> <td>Teferi's Realm</td> <td>Bl</td> <td>R</td> <td>\$3.00</td>	Withering Boon	Bk	U	\$2.00	Teferi's Realm	Bl	R	\$3.00
Zabaltina Commander M U \$1.00 Zinlain of the Claw R R \$7.00 Zombie Moh Bk U \$1.00 Zunbie Moh Bk U \$1.00 Zunbie Moh Bk U \$1.00 Zuberi, Golden Feather W R \$5.00 Visions Carl Title Vanpirism Bk U Booster Pack \$2.95 Statistic Turor Statistic Turor Booster Pack \$129.00 Commons Not Listed \$150 estimation Dragon A R \$350 Card Title Color Raity Price Wind Shear G U \$14 Card Title Color Raity Price Statistic Color Statistic Color Anvid G Bogardan R \$500 Statistic Color Statistic Color Brass-Talon Chimera R \$500 Complete Set \$149.00 Card Title Color R \$500 Complete Set \$149.00 Cornarios M R \$300 Complete Set \$149.00 Drass-Talon Chimera R \$500 Statistic Color Statistic Color Drass-Talon Chimera R \$200 Statistic Color					Three Wishes	Bl	R	\$3 00
Zarilan of Lommanoes W V 31.00 Zirilan of the Claw R R 51.00 Zuber, Golden Feather W R 53.00 Visions CARD LIST W R 53.00 Booster Fack \$2.95 Booster Fack \$2.95 Booster Fack \$2.95 Call Complete Set \$12.95 Complete Set \$12.95 Booster Box Call Statisons Andisalker R 10.31 Card Title Color Rarky Price Booster Box Call Call Statisons Andisalker \$2.95 Anvil of Bogardan A R \$5.00 Booster Box Call Card Title Color Ckroaches BU \$1.00 Complete Set \$2.95 Booster Box Call Call Complete Set \$1.49.00 Complete Set \$2.95 Booster Box Call Call Complete Set \$1.49.00 Complete Set \$1.49.00 Card Title Color Rarky Price Bit U \$1.00 Condor Cchroaches Bit U \$1.00 Bogardan Asal R	Zebra Unicorn	M	U	\$1.00				\$1.00
Zuberi, Golden FeatherBitU\$1.00Visions CARD List\$2.95Booster Fack\$2.95Booster Fack\$2.95Booster Fack\$2.95Complete Set\$122.00Complete Set\$1.00Complete Set\$1.00Aku DjinnBitArchangelWAku DjinnBitArchangelWAku DjinnBitArchangelWBlanket of NightBlanket of Night<					Tithe	W	R	\$7.00
Zuben, Golden Pealler W R 53.00 VISIONS CARD LIST Indiscovered Paradise L R S8.4 Booster Pack \$2.93 Booster Pack S124 Booster Pack \$129.00 Call S124 Complete Set \$129.00 Call Wind of Dennia A R S124 Commons Not Listed \$.50 est S124 Wind Shar G U S124 Auxil of Bogardan A R \$400 Acchangel W R S100 Amyil of Bogardan A R \$100 Complete Set \$149.00 Call Anvil of Bogardan A R \$100 Complete Set \$149.00 Call Card Title Color Rawy P R \$100 Commant Value G R \$100 Desertion Bl R \$100 Accord Title Color Rawy P Desertion Bl R \$100 Accord Title Color Rawy P Desertion Bl R \$100 Accord Title	Zombie Mob	Bk	U	\$1.00	Triangle of War Uktabi Orangutan	G .		\$3.00
VISIONS CARD LISTWampirism Vanishios Sandstaker Washinos Sandstaker R Vashinos Sandstaker Washinos Sandstaker R 	Zuberi, Golden Feather	W	R	\$5.00	Undiscovered Paradise			\$8.00
Booster Pack \$2.95 Booster Pack \$2.95 Booster Box Call Complete Set \$129.00 Commons Not Listed \$129.00 Cand Title Color Range Price Mand of Dennial A R \$36 Card Title Color Range Price Man Digmon R \$4.00 Archange W R \$500 Blanket of Night Bu U \$1.00 Brass-Talon Chinera R \$500 Brand of Chinera R R \$500 Brand of Chinera B U \$1.00 Card Title Color Range Price \$1.49.00 Corrosion M R \$3.00 Desortion M R \$3.00 Desolation B R \$3.00 Desolation B R \$3.00 Desortion B R \$3.00 Desolation B R \$3.00 Deman Make A U \$1.00 Deman Make A R \$3.00 Deman Make B U \$1.0	VISIONS CARD LI	ST			Vampirism	Bk	U	\$1.50
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Complete Set Commons Not Listed\$129.00Wind Shear 2.00GU\$14Card TitleColor Rarky Price Ata DjinaBkR\$6.00Anvi of Bogardan 			\$2		Wand of Denial	A	R	\$5.00 \$1.00
Commons Not Listed\$.50 estPriceCard TitleColor Rarky PriceAku DjianBkRAku DjianBkRArchangelWRArchangelWRBlanket of NightBkUBrass Talon ChimoraRRBrass Talon ChimoraMRBrass Talon ChimoraMRBrass Talon ChimoraMRBrass Talon ChimoraMRBrass Talon ChimoraMRBrass Talon ChimoraMRBrass Talon ChimoraMRCorrosionMRCorrosionMRCreeping MoldGUDesertionBlRDiamond KaleidoscopeARDiamond KaleidoscopeARDiamond KaleidoscopeRRDragon MaskRRDragon MaskRRPiodet StreightaRRPiodet StreightaKRPiodot RovingiaRRDragon MaskRRDragon MaskRRStreightaLUStreightaLUCorrolic CharlerRCorrolic CharlerRDragon MaskRRRStreightaLUStrongDragon MaskRRRStreightaLCorrolic CharolicRCorrolic Char			6120		Wind Shear	G	U	\$1.00
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Aku Djinn Bk R \$6.00 Arvin jor Bogardan A R \$5.00 Arvin jor Bianket of Night W 8 Booster Pox Call Blanket of Night Bk W 8 Stool Complete Set \$149.00 Broad of Cockroaches Bk W Stool Complete Set \$1.00 exatheteer Broad of Cockroaches Bk V Stool Corrosion Card Title Color Ranky P Carorosion M R \$3.00 Abeyance W R \$5.00 Desolation B V \$1.00 Abeyance W R \$5.00 Drama fields B U \$1.00 Abeyance W R \$5.00 Drama fields B U \$1.00 Aretic Wives W R \$5.00 Drama fields B U \$1.00 Aretic Wives W \$5.00 Drama fields L U \$1.00 Aretic Wives W \$5.00 Drama fields L U		_	_	_	WEATHERLIGHT CARD	LIST	SALE	20%
Archangel Archangel W R S4.00 Booster Box Call Archangel W R S6.00 Complete Set \$149.00 es Blanket of Night Bk U S1.00 es S1.00 es Brass-Talon Chimera L S1.00 es Prices do not reflect discour Brood of Cockroaches Bk U S1.00 Abeyance W R City of Solitude G R S3.00 Abeyance W R S3.00 Carrosion M R S3.00 Abeyance W R S3.00 Desolation B V S4.00 Abestance W R S3.00 Drama fides B U S1.00 Arctic Wives U S1 S3.00 Dramot Mak A U S1.00 Arctic Wives U S1 S3.00 Dramot Mak H U S1.00 Arctic Wives U S1 S3.00 Rettribus S1 S3.00 Rettribus S1 S3.0					Booster Pack			
Army ÅntsMU\$2.00Commons Not Liscod\$1.00Blanket of NightBkW\$1.00Bross Talon ChimeraAW\$1.00Bross Talon ChimeraM\$1.00Brost of CockroachesBkU\$1.00City of SoludeGR\$9.00CorrosionMR\$3.00Card ItilLU\$1.00Daraja GriffinWU\$1.00DesolationBk\$1.00AbeyanceDiscritionBk\$1.00AborthGDesolationBk\$1.00Antrice WolvesGDiranon KaleidoscopeA\$4.00Antrik WolvesGDargan MaskAU\$1.00Arric WolvesGDragn MaskBl\$1.00Antrik MolvesG\$1.10Dragon MaskAU\$1.00Arric WolvesG\$1.10Elkin LairR\$3.00Bone DancerBk\$1.00EvergladesL\$1.00Anzi of SilenceW\$1.10Freneref EnchanterssM\$3.00Bone DancerBk\$1.00Freneref EnchanterssM\$3.00Call of the WildG\$8.50Freneref EnchantersM\$3.00Call of the WildG\$8.50Freneref EnchantersM\$3.00Call of the WildG\$8.50Freneref EnchantersM\$3.00Call of the WildG\$8.50Freneref CharlerR			R	\$4.00				
Blanket of Night Bit U \$1.00 Committee State \$1.00 Committee State \$1.00 Braats-Talon Chimera A U \$1.00 Prices do not reflect discount Braats-Talon Chimera A U \$1.00 Prices do not reflect discount Braats-Talon Chimera Bit U \$1.00 Card Title Color Rarity P Chronatog Bit S.3.00 Aboration Bit S.3.00 Corrosion M R \$3.00 Aboration G R S.3.00 Desertion Bit S.3.00 Aboration G R R R S.3.00 Desertion Bit S.3.00 Aboration G R R S.3.00 Desention Bit S.3.00 Aboration G U S.3.00 Dream Tides Bit S.3.00 Argivian Restoration Bit U S.3.00 Dream Tides Bit S.3.00 Borating Classion H S.S.00 Equipoise W S.3.00 Borating Classion H	Archangel							
Bräss-Talon Chimera Breuthstealer's Crypt Chronatog A U \$1.00 Brodod of Cockroaches Chronatog Bit U \$1.00 Chronatog Bit V \$1.00 Corrol Atoll L U \$1.00 Corrosion M R \$3.00 Abeyance W W \$1.00 Corrosion M R \$3.00 Abeyance W R \$3.00 Desertion Bit S.8.00 Aboroth G R \$3.00 Desolation Bk U \$1.00 Aboroth G R \$3.00 Dragon Mask A U \$1.00 Anceta Wares Bit U \$1.00 Dragon Mask A U \$1.00 Argivian Restoration Bit U \$1.00 Dragon Mask A U \$1.00 Argivian Restoration Bit U \$1.00 Dragon Mask A U \$1.00 Argivian Restoration Bit U \$1.00 Elephant Grass Bit U \$1.00	Blanket of Night	Bk	U	\$1.00	Commons Not Listed		\$1.00	68 -
Breathstealer's CryptMR\$ 33.00Prices co not render leaderBrood CockroachesBit\$ 33.00Card TitleColor Rarity PDCity of SolitudeGR\$ 99.00CorrosionMR\$ 33.00Creeping MoldGU\$ 33.00Charaja GriffinWU\$ 1.00DesolationBitR\$ 8.00DesolationBitR\$ 8.00DesolationBitR\$ 8.00DesolationBitR\$ 8.00Derana GriffinWU\$ 1.00Aragon MaskAU\$ 1.00Aragon MaskAU\$ 1.00Aragon MaskAU\$ 1.00Dream TidesB\$ 1.00Aragivian RestorationBith LairR\$ 4.00Aragon MaskA\$ 1.00Beinphart GrassG\$ 1.00Beinphart GrassG\$ 1.00BernipidesW\$ 8.300Bene DancerBit\$ 8.00Bernerd EnchantressM\$ 3.00Bene DancerBit\$ 8.00Perenter HeilkiteM\$ 7.00Bubble ManxA\$ 1.80Probided ShorelineBit\$ 1.00Charler SpiritM\$ 3.00Colind FilmBit\$ 1.00Charler SpiritM\$ 3.00Colind FilmA\$ 3.00Condel PassageW\$ 3.00Condel PassageW\$	Brass-Talon Chimera	A	U	\$1.00	Deless de met m		dine	
ChronatogBlRS8.00Card 11feCoord Rany of 2City of SolitudeGR\$9.00AbarataBitU\$2.00CorrosionMR\$3.00AbarataCreeping MoldGR\$3.00Daraja CriffinWU\$1.00AbarataRW\$1.30DesolationBitR\$8.00AbarataRowledgeBitU\$3.00DesolationBitS1.00Actic WolvesW\$1.80\$1.0	Breathstealer's Crypt							
Correl AtollLU\$1.00AbductionBIU\$2.30CorrosionMR\$3.00AboyanceWR\$13.00Daraja GriffinWU\$1.00AborothGR\$5.00DescritonBkU\$1.00AborothGR\$5.00DescritonBkU\$1.00Abaster DragonWR\$5.80Dornant VolcanoLU\$1.00Artic WolvesGU\$1.10Dragon MaskAU\$1.00Artic WolvesGU\$1.10Dragon MaskAU\$1.00Argivian RestorationBIU\$1.10Dream TidesBIU\$1.00Argivian RestorationBIU\$1.10EquipoiseWR\$3.00Boin StripAR\$8.Femered EnchantressMR\$3.00Boin StripAR\$8.Forniden RitualBitR\$3.00Cali of the WildGR\$8.Forbiden RitualBitR\$3.00Cali of the WildGR\$8.Forbiden RitualBitN\$3.00Cali of the WildGR\$8.Forbiden RitualBitN\$3.00Cali of the WildGR\$8.Forbiden RitualBitN\$3.00Cali of the WildGR\$8.Forbiden RitualBitN\$3.00Cali of the WildG <td< td=""><td>Chronatog</td><td>B1</td><td>R</td><td>\$8.00</td><td>Card Title</td><td>Color</td><td>Rarity</td><td>Pric</td></td<>	Chronatog	B1	R	\$8.00	Card Title	Color	Rarity	Pric
CorrosionMR\$3.00AbsyanceWR\$1.00Creeping MoldGU\$3.00AborothGR\$6.00Daraja GriffinWU\$1.00AborothR\$6.00DesolationBkU\$1.00Aponizing MenoriesBkU\$1.10Diamond KaleidoscopeAR\$4.00Alabaster DragonWW\$8.Dormant VolcanoLU\$1.00Arctic WolvesGU\$1.Dragon MaskAU\$1.00Argivian FindWU\$1.Dragon MaskAU\$1.00Argivian RestorationBlU\$1.Dragon MaskAU\$1.00Argivian RestorationBlU\$1.Elephant GrassGU\$1.00Argivian RestorationBlU\$1.EquipoiseWR\$3.00BarishiGU\$1.EvergladesLU\$1.00Bone DancerBkR\$1.Freeter EnchantressMR\$3.00Bubble MatrixAR\$1.Freeter EnchantressMR\$3.00Bubble MatrixAR\$1.Forbidden RitualBkR\$3.00Cuiner GiantRU\$1.ForeshadowBiU\$1.00Chinerei SphereAU\$1.Gobin RecruiterRU\$2.00Chinerei SphereAU\$1. </td <td>City of Solitude</td> <td>G</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td>	City of Solitude	G						
Daraja ČriffinWU\$1.00Fiber FlashFU\$33DescritionBkU\$1.00Agonizing MemoriesBkU\$31DesolationBkU\$1.00Ancestral KnowledgeBlR\$38Darmond KaleidoscopeAR\$4.00Ancestral KnowledgeBlR\$38Dormant VolcanoLU\$1.00Arrgivian FindWU\$11Dream TidesBlU\$1.00Arrgivian RestorationBlU\$11Elephant GrassGU\$1.00Aura of SilenceWU\$11Elephant GrassLU\$1.00Aura of SilenceWU\$11EquipoiseWR\$3.00BarishiGGU\$11Forestef EnchantressMR\$3.00Bubble MatrixAR\$35Forbidden RitualBkR\$4.00Childer MitrixAR\$35Forbidden RitualBkR\$3.00Childer KilderBl\$11ForesthadowBlU\$1.00Childer KilderBl\$11Guiding SpinitMR\$3.00Cloud DjinnBl\$12Helm of AwakeningAU\$1.00Dees FoliageGR\$55Honorable PassageW\$2.00Cloud DjinnBl\$11\$11Helm of AwakeningAU\$1.00Dees FoliageG\$15<	Coral Atoll				Abduction	Rt	TI	\$2.00
DesolationBkU\$1.00Algonizer DragonWR\$5.Diamond KaleidoscopeAR\$4.00Alabaster DragonWR\$5.Dormant VolcanoLU\$1.00Arceitral KnowledgeBlR\$5.Dragon MaskAU\$1.00Arcgivian RestorationBlU\$1.Dream TidesBlU\$1.00Argivian RestorationBlU\$1.Elephant GrassGU\$1.00Aura of SilenceWU\$1.EquipoiseWR\$5.00BarishiGU\$1.EvergladesLU\$1.00Bore DancerBkR\$6.Ever of SingularityWR\$3.00Bouble MatrixAR\$7.Firestorn HellkiteMR\$7.00Buried AirveBkU\$1.Flooded ShorelineBlR\$3.00Call of the WildG\$8.Forbidden RitualBkR\$3.00Cloud DjinnBlU\$1.Gobin RecruiterRU\$1.00Dense FoliageGU\$1.Guiding SpiritMR\$3.00Cone of FlameR\$2.Helm of AwakeningAU\$1.00Dense FoliageG\$2.Hulking CyclopsRU\$1.00Dense FoliageG\$2.Kaerock's SpiteBkR\$3.00Cone of FlameR\$2.	Corrosion	L M	U R	\$1.00 \$3.00	Abeyance	W	R	\$13.00
Diamond KaleidoscopeAR\$4.00Ancestral KnowledgeBIR\$8.Dormant VolcanoLU\$1.00Arctic WolvesGU\$11Dream TidesBIU\$1.00Argivian RindWU\$11Dream TidesBIU\$1.00Argivian RestorationBIU\$11Elephant GrassGU\$1.00Aura of SilenceWU\$11Elkin LairRR\$4.00AvizoaBIR\$55EquipoiseWR\$5.00Bone DancerBkR\$66Eye of SingularityWR\$3.00Böxum StrippAR\$88Femeref EnchantressMR\$3.00Buried AliveBk\$11\$11Fioeded ShorelineBlR\$3.00Cimmetic SphereAU\$11ForshadowBlU\$1.00Cinder GiantRU\$12Gobin RecruiterRU\$2.00Cinder GiantRU\$12Helm of AwakeningAU\$1.00Cone of FlameRU\$12Honorable PassageW\$1.00Deomse foliageG\$1510Huking CyclopsRU\$1.00DeomsdayBk\$2Inon-Heart ChumeraAU\$1.00DeomsdayBk\$2Ingle BasinLU\$2.00DownizaftAU\$2Juji Bubble	Corrosion Creeping Mold Daraja Griffin	L M G W	U R U U	\$1.00 \$3.00 \$3.00 \$1.00	Abeyance Aboroth Æther Flash	W G R	R R U	\$13.00 \$6.00 \$3.00
$\begin{array}{cccccccccccccccccccccccccccccccccccc$	Corrosion Creeping Mold Daraja Griffin Desertion	L M G W Bl	U R U U R	\$1.00 \$3.00 \$3.00 \$1.00 \$8.00	Abeyance Aboroth Æther Flash Agonizing Memories	W G R Bk	R R U U	\$13.00 \$6.00 \$3.00 \$1.00
	Corrosion Creeping Mold Daraja Griffin Desertion Desolation Diamond Kaleidoscope	L G W Bl Bk A	U R U R U R	\$1.00 \$3.00 \$1.00 \$8.00 \$1.00 \$1.00 \$4.00	Abeyance Aboroth Æther Flash Agonizing Memories Alabaster Dragon	W G R Bk W Bl	R R U U	\$13.00 \$6.00 \$3.00 \$1.00 \$8.00 \$8.00 \$8.00
Ekin Lair R R \$4.00 Anarta Distance Bit R \$5.55 Equipoise W R \$5.00 Bariahi G U \$1.6 Everglades L U \$1.00 Bone Dancer Bit R \$5.6 Eye of Singularity W R \$3.00 Bubie Matrix A R \$5.7 Freestorm Helikite M R \$7.00 Buried Alive Bit U \$1.1 Foreshadow Bit U \$1.00 Cinder Giant R U \$1.1 Goblin Recruiter R U \$2.00 Cincling Yuhares Bit U \$1.1 Griffin Canyon L R \$3.00 Cloud Dinn Bit U \$1.1 Helm of Awakening A U \$1.00 Deet of Loyalty W \$3.55 Houorable Passage W U \$2.00 Deense Poitage G \$3.55 Hulking Cyclops R U \$1.00 Downdraft G U \$1.10 Jugi Bubie A U \$1	Corrosion Creeping Mold Daraja Griffin Descrition Desolation Diamond Kaleidoscope Dormant Volcano Dragon Mask	L M G Bl Bk A L A	U R U R U R U U U	\$1.00 \$3.00 \$3.00 \$1.00 \$8.00 \$1.00 \$4.00 \$1.00 \$1.00	Abeyance Aboroth Æther Flash Agonizing Memories Alabaster Dragon Ancestral Knowledge Arctic Wolves Argivian Find	W G R Bk W Bl G W	R R U U R R U U	\$13.00 \$6.00 \$3.00 \$1.00 \$8.00 \$8.00 \$8.00 \$1.50 \$1.50
EvergladesLU\$1.00Bone DancerBtR\$6.Eye of SingularityWR\$3.00Biosum StripAR\$5.Feneneref EnchantressMR\$3.00Buible MarixAR\$5.Firestorm HellkiteMR\$7.00Buried AliveBkU\$1.Flooded ShorelineBlR\$3.00Columetic SphereAU\$1.ForshadowBlU\$1.00Cinder GiantRU\$1.Gobin RecruiterRU\$2.00Cinder GiantRU\$1.Guiding SpiritMR\$3.00Cone of PlameRU\$1.Heat WaveRU\$1.00Deoto of LogaltyWR\$5.Helm of AwakeningAU\$1.00Deoto fLogaltyW\$8.\$5.Honorable PassageW\$1.20DoomsdayBkR\$6.Juji BubbleAU\$1.00DeotomsdayBk\$6.Juji BubbleAU\$1.00DromsdayBk\$6.KarooLU\$1.00Pallow WurnGU\$1.Katabatic WindsGR\$3.00Pallow WurnGU\$1.Katabatic WindsGR\$3.00Pallow WurnGU\$1.Lad-Belly ChimeraAU\$1.00Pallow WurnGU\$1.Lad-Belly ChimeraA <td>Corrosion Creeping Mold Daraja Griffin Desertion Desolation Diamond Kaleidoscope Dormant Volcano Dragon Mask Dream Tides</td> <td>L M G Bl Bk A L A Bl</td> <td>U R U U R U U R U U U U</td> <td>\$1.00 \$3.00 \$3.00 \$1.00 \$8.00 \$1.00 \$4.00 \$1.00 \$1.00 \$1.00 \$1.00</td> <td>Abeyance Aboroth Æther Flash Agonizing Memories Alabaster Dragon Ancestral Knowledge Arctic Wolves Argivian Find Argivian Restoration</td> <td>W G R Bk W Bl G W Bl</td> <td>R U U R R U U U U</td> <td>\$13.00 \$6.00 \$3.00 \$1.00 \$8.00 \$8.00 \$1.50 \$1.50 \$1.00</td>	Corrosion Creeping Mold Daraja Griffin Desertion Desolation Diamond Kaleidoscope Dormant Volcano Dragon Mask Dream Tides	L M G Bl Bk A L A Bl	U R U U R U U R U U U U	\$1.00 \$3.00 \$3.00 \$1.00 \$8.00 \$1.00 \$4.00 \$1.00 \$1.00 \$1.00 \$1.00	Abeyance Aboroth Æther Flash Agonizing Memories Alabaster Dragon Ancestral Knowledge Arctic Wolves Argivian Find Argivian Restoration	W G R Bk W Bl G W Bl	R U U R R U U U U	\$13.00 \$6.00 \$3.00 \$1.00 \$8.00 \$8.00 \$1.50 \$1.50 \$1.00
ForeshadowBlU\$1.00Cinder GiaitRU\$1.Goblin RecruiterRU\$2.00Circling VulturesBlU\$1.Guiding SpiritMR\$3.00Cloud DjinnBlU\$1.Hat WaveRU\$1.00Deote of LoyaltyWR\$3.Helm of AwakeningAU\$1.00Deote of LoyaltyWR\$5.Helm of AwakeningAU\$1.00Deote of LoyaltyWR\$5.Honorable PassageWU\$2.00Desperate GambitRU\$1.Ingle BasinLU\$1.00DrowstaffAU\$2.Jungle BasinLU\$1.00BrowstaffAU\$2.KarooLU\$1.00BrowstaffR\$5.\$5.KarooLU\$1.00BrowstaffGU\$1.Katabatic WindsGR\$3.00Pallow WurmGU\$1.KookusRR\$5.00PervorR\$4.Kyscu DrakeGU\$1.00PervorR\$4.LichenthropeGR\$3.00FirestonnR\$5.LichenthropeGR\$2.00Gaea's BleasingW\$1.Lidpting CloudRR\$3.00Gaea's BleasingW\$1.Magma MineAU\$1.00Great's WisdomW\$1.	Corrosion Creeping Mold Daraja Criffin Descrition Diamond Kaleidoscope Dormant Volcano Dragon Mask Dream Tides Elephant Grass Elkin Lair	L M G Bl Bk A L A Bl G R	U R U U R U U U U U R	\$1.00 \$3.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00	Abeyance Aboroth Æther Flash Agonizing Memories Alabaster Dragon Anctic Wolves Argtivian Find Argtivian Restoration Aura of Silence Avizoa	W G R Bk W Bl G W Bl W Bl	R R U U R R U U U U U U U	\$13.00 \$6.00 \$3.00 \$1.00 \$8.00 \$8.00 \$1.50 \$1.50 \$1.50 \$1.00 \$1.00 \$5.00
ForeshadowBlU\$1.00Cinder GiaitRU\$1.Goblin RecruiterRU\$2.00Circling VulturesBlU\$1.Guiding SpiritMR\$3.00Cloud DjinnBlU\$1.Hat WaveRU\$1.00Deote of LoyaltyWR\$3.Helm of AwakeningAU\$1.00Deote of LoyaltyWR\$5.Helm of AwakeningAU\$1.00Deote of LoyaltyWR\$5.Honorable PassageWU\$2.00Desperate GambitRU\$1.Ingle BasinLU\$1.00DrowstaffAU\$2.Jungle BasinLU\$1.00BrowstaffAU\$2.KarooLU\$1.00BrowstaffR\$5.\$5.KarooLU\$1.00BrowstaffGU\$1.Katabatic WindsGR\$3.00Pallow WurmGU\$1.KookusRR\$5.00PervorR\$4.Kyscu DrakeGU\$1.00PervorR\$4.LichenthropeGR\$3.00FirestonnR\$5.LichenthropeGR\$2.00Gaea's BleasingW\$1.Lidpting CloudRR\$3.00Gaea's BleasingW\$1.Magma MineAU\$1.00Great's WisdomW\$1.	Corrosion Creeping Mold Daraja Griffin Desolation Diamond Kaleidoscope Dormant Volcano Dragon Mask Dream Tides Elephant Grass Elkin Lair Equipoise Everglades	L G W B B K A L A B I G R W L	U R U U R U U U U U U U U U U U R U U U R U U R U U R U U R U U R U U R U U R U U R U U R U U R U U U R U U U R U U U R U U U R U U U R U U U R U U U R U U U R U U R U U R U U I R U U I R U U I R U I R U U I R U I R I I I R I I I R I I R I I R I I R I I R I I R I I R I I R I I R I I I R I I I I I R I I R I I I R I I I I R I I I R I I R I	\$1.00 \$3.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00	Abeyance Aboroth Æther Flash Agonizing Memories Alabaster Dragon Anccis Wolves Arctic Wolves Argivian Find Argivian Restoration Aura of Silence Avizoa Barishi	W G R Bk W Bl G W Bl W Bl G	RRUURRUUURU	\$13.00 \$6.00 \$3.00 \$1.00 \$8.00 \$1.50 \$1.50 \$1.50 \$1.00 \$1.00 \$5.00 \$1.50 \$1.50
ForeshadowBlU\$1.00Cinder GiaitRU\$1.Goblin RecruiterRU\$2.00Circling VulturesBlU\$1.Guiding SpiritMR\$3.00Cloud DjinnBlU\$1.Hat WaveRU\$1.00Deote of LoyaltyWR\$3.Helm of AwakeningAU\$1.00Deote of LoyaltyWR\$5.Helm of AwakeningAU\$1.00Deote of LoyaltyWR\$5.Honorable PassageWU\$2.00Desperate GambitRU\$1.Ingle BasinLU\$1.00DrowstaffAU\$2.Jungle BasinLU\$1.00BrowstaffAU\$2.KarooLU\$1.00BrowstaffR\$5.\$5.KarooLU\$1.00BrowstaffGU\$1.Katabatic WindsGR\$3.00Pallow WurmGU\$1.KookusRR\$5.00PervorR\$4.Kyscu DrakeGU\$1.00PervorR\$4.LichenthropeGR\$3.00FirestonnR\$5.LichenthropeGR\$2.00Gaea's BleasingW\$1.Lidpting CloudRR\$3.00Gaea's BleasingW\$1.Magma MineAU\$1.00Great's WisdomW\$1.	Corrosion Creeping Mold Daraja Griffin Desolation Diamond Kaleidoscope Dormant Volcano Dragon Mask Dream Tides Elephant Grass Elkin Lair Equipoise Everglades Everglades	L G W B B K A L A B I G R W L W	U R U U R U U U U U R U U U U R U I R U I R U I R U I R U I R U I R U I R U I R U I R U I R U I R U I R U I R U I R U R I R I	\$1.00 \$3.00 \$1.00	Abeyance Aboroth Æther Flash Agonizing Memories Alabaster Dragon Anctic Wolves Argivian Find Argivian Restoration Aura of Silence Avizoa Barishi Bone Dancer Bösum Strip	W G R B W B G W B B W B B W B B K A	RRUURRUUURU	\$13.00 \$6.00 \$3.00 \$1.00 \$8.00 \$8.00 \$1.50 \$1.50 \$1.00 \$1.00 \$5.00 \$1.50 \$6.00 \$8.00
ProcessnadowB1U31.30Cinder GiantRU31.Gobin RecruiterRU\$2.00Circling VulturesBitU\$1.Griffin CanyonLR\$3.00Circling VulturesBitU\$1.Hait GayonLR\$3.00Circling VulturesBitU\$1.Heim of AwakeningAU\$1.00Debt of LoyaltyWR\$5.Heim of AwakeningAU\$1.00Desne FoliageGR\$5.Honorable PassageWU\$2.00Desne FoliageGU\$1.Hulking CyclopsRU\$1.50DoomsdayBitR\$5.Jungle BasinLU\$2.00DowndraftGU\$1.Jungle BasinLU\$2.00DowndraftGU\$1.Katabatic WindsGR\$3.00FamiliarFamiliarBitR\$6.KarooLU\$1.00FervorR\$4.\$4.Kyscu DrakeGU\$1.00FervorR\$4.\$4.LichenthropeGR\$3.00Fongistal BigadeWU\$1.Lidghtning CloudRR\$3.00Genestone MineL\$5.Magma MineAU\$1.00Gerestone MineL\$5.Magma MineAU\$1.00Gerestone MineL\$5.Magma Mine	Corrosion Creeping Mold Daraja Griffin Desolation Diamond Kaleidoscope Dormant Volcano Dragon Mask Dream Tides Elephant Grass Elkin Lair Equipoise Everglades Everglades Firestorm HellKite	L M W Bl Bk A L Bl G R W L W M M	URUURURUUURRURRRRR	\$1.00 \$3.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$3.00 \$5.00 \$3.00 \$3.00 \$3.00	Abeyance Aboroth Athor Flash Agonizing Memories Alabaster Dragon Anctic Wolves Argivian Find Argivian Restoration Aura of Silence Avizoa Barishi Bone Dancer Bosum Strip Bubble Marrax Buried Alive	W G R B W B G W B W B B W B B W B B K A A B K	RRUURRUUURU	\$13.00 \$6.00 \$3.04 \$1.00 \$8.00 \$1.50 \$1.50 \$1.00 \$1.00 \$5.00 \$1.50 \$6.00 \$8.00 \$1.50
Heim of AwakeningAU\$1.00Debt of LoyaltyWK\$3.5Honorable PassageWU\$2.00Desperate GambitRU\$1.10Hulking CyclopsRU\$1.50Dingus StaffAU\$1.50Jungle BasinLU\$2.00DowndraftGU\$1.50Jungle BasinLU\$2.00DowndraftGU\$1.50KarooLU\$2.00Dewaren ThaumaturgistR\$5.55KarooLU\$1.00Pallow WurmGU\$1.10KookusR\$3.00Pamiliar GroundGU\$1.10KookusR\$5.00PervorR\$4.64Kyscu DrakeGU\$1.00Petting EvilBkU\$1.10LichenthropeGR\$3.00Fornysian BrigadeWU\$1.10LichenthropeGR\$3.00Fornysian BrigadeWU\$1.10Lightning CloudR\$3.200Fornstread's WisdomW\$1.01Maroo' WarBC\$2.00Golin BombR\$3.75Matopi GolemAU\$1.00Gernstone MineLU\$3.75Matopi GolemAU\$1.00Gernstone MineLU\$3.75Matopi GolemAU\$1.00Gernstone MineLU\$3.75Mob MentailtyRU\$2.00Goloin	Corrosion Creeping Mold Daraja Criffin Desolation Diamond Kaleidoscope Dormant Volcano Dragon Mask Dream Tides Elephant Grass Elkin Lair Equipoise Everglades Everglades Eye of Singularity Femeref Enchantress Firestorm Hellkite Flooded Shoreline	L MG W B B K A L A B I G R W L W M B B K	URUURURUUURRURRRR	\$1.00 \$3.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$1.00\$	Abeyance Aboroth Æther Flash Agonizing Memories Alabaster Dragon Anccestral Knowledge Arctic Wolves Argivian Restoration Aura of Silence Avizoa Barishi Bone Dancer Bösum Strip Bubble Matrix Buried Alive Call of the Wild	WG RBWBI GW BI BB BB A A BC BB A A BC	RRUURRUUURU	\$13.00 \$6.00 \$3.00 \$1.00 \$8.00 \$1.50 \$1.50 \$1.50 \$1.00 \$5.00 \$1.00 \$5.00 \$1.50 \$1.00
Heim of AwakeningAU\$1.00Debt of LoyaltyWK\$3.5Honorable PassageWU\$2.00Desperate GambitRU\$1.10Hulking CyclopsRU\$1.50Dingus StaffAU\$1.50Jungle BasinLU\$2.00DowndraftGU\$1.50Jungle BasinLU\$2.00DowndraftGU\$1.50KarooLU\$2.00Dewaren ThaumaturgistR\$5.55KarooLU\$1.00Pallow WurmGU\$1.10KookusR\$3.00Pamiliar GroundGU\$1.10KookusR\$5.00PervorR\$4.84Kyscu DrakeGU\$1.00Petting EvilBkU\$1.10LichenthropeGR\$3.00Fornysian BrigadeWU\$1.10LichenthropeGR\$3.00Fornysian BrigadeWU\$1.10Lightning CloudRR\$3.00FornstrangGU\$3.10Maroj GolemAU\$1.00Genstone MineLU\$3.50Matopi GolemAU\$1.00Genstone MineLU\$3.50Matopi GolemAU\$1.00Genstone MineLU\$3.50Matopi GolemAU\$1.00Genstone MineLU\$3.50Matopi GolemAU	Corrosion Creeping Mold Daraja Griffin Desolation Diamond Kaleidoscope Dormant Volcano Dragon Mask Dream Tides Elephant Grass Elkin Lair Equipoise Everglades Everglades Everglades Firestorm Hellkite Flooded Shoreline Forbidden Ritual Foreshadow	L MG W Blk A L A Bl G R W L W M Blk Bl	URUURURUUURRURRRRU	\$1.00 \$3.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$1.00	Abeyance Aboroth Ather Flash Agonizing Memories Alabaster Dragon Anccestral Knowledge Arctic Wolves Argivian Restoration Aura of Silence Avizoa Barishi Bone Dancer Bösum Strip Bubble Matrix Buried Alive Call of the Wild Chimeric Sphere	WGRBWBIGWBIWBIGBKAABKGAR	RRUURRUUUURURRRUURUU	\$13.00 \$6.00 \$3.00 \$1.00 \$8.00 \$1.50 \$1.50 \$1.50 \$1.00 \$5.00 \$1.00 \$5.00 \$1.50 \$1.00
Helm of Awakening A U \$1.00 Dense Foliage G R \$5. Honorable Passage W \$2.00 Desperate Gambit R U \$1.50 Hulking Cyclops R U \$1.50 Dingus Staff A U \$2.00 Juju Bubble A U \$1.50 Domisaly Bk R \$3.50 Juju Bubble A U \$1.00 Downreaft G U \$1.00 Kaervek's Spite Bk R \$3.00 Brains Bl R 6. Karoo L U \$1.00 Downreaft G U \$1. Katabatic Winds G R \$3.00 Fariniar Ground G U \$1. Kookus R R \$5.00 Fervor R \$4. Kyscu Drake G U \$1.00 Fervor R \$3.8 Lichenthrope G R \$3.00 Fonysian Brigade W \$1.1 Lightning Cloud R R \$3.00	Corrosion Creeping Mold Daraja Griffin Desolation Diamond Kaleidoscope Dormant Volcano Dragon Mask Dream Tides Elephant Grass Elkin Lair Equipoise Everglades Everglades Everglades Firestorm Hellkite Flooded Shoreline Forbidden Ritual Foreshadow Goblin Recruiter	L MG W BBK A L A BIG R W L W M BI BBR L	URUURRUUUURRURRRRUUR	\$1.00 \$3.00 \$1.00 \$1.00 \$4.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00 \$3.00	Abeyance Aboroth Ather Flash Agonizing Memories Alabaster Dragon Anccestral Knowledge Arctic Wolves Argivian Find Argivian Restoration Aura of Silence Avizoa Barishi Bone Dancer Bösum Strip Bubble Matrix Buried Alive Call of the Wild Chimeric Sphere Cinder Giant Circling Vultures Cloud Diinn	WGRBkWBGWBWBBGBkAABkGARBkBB	RRUURRUUURUR RRUUUUU	\$13.00 \$6.00 \$3.00 \$1.00 \$8.00 \$1.50 \$1.50 \$1.50 \$1.00 \$5.00 \$1.00 \$5.00 \$1.50 \$1.00
Huiking CyclopsRU\$1.50Desperate GambitRU\$1.10Juju BubbleAU\$1.50Dioms StaffAU\$1.50Juju BubbleAU\$1.00DownidaftGU\$1.50Jung BubbleLU\$2.00Dwarven ThaumaturgistRR\$5.6Kaervek's SpiteBkR\$3.00Fallow WurmGU\$1.6Kaervek's SpiteBkR\$5.00Frait's Familiar GroundGU\$1.Katabatic WindsGR\$5.00Frait's Familiar GroundGU\$1.KookusRR\$5.00Frestering EvilBkU\$1.Lead-Belly ChimeraAU\$1.00Frestering EvilBkU\$1.Lightning CloudRR\$3.00Fonysian BrigadeWU\$1.Magma MineAU\$2.50Gaea's BleasingGU\$3.Matopi GolemAU\$1.00Gerrard's WisdomW\$1.\$5.Matural OrderGR\$5.00Heat StrokeR\$3.\$3.NecronancyBkU\$2.00Heat StrokeR\$3.\$3.NecrosavantBkR\$3.00Heat StrokeR\$3.NecrosavantBkR\$3.00Heat StrokeR\$3.NecrosavantBkR\$3.00Heat StrokeR\$3.N	Corrosion Creeping Mold Daraja Griffin Desolation Diamond Kaleidoscope Dormant Volcano Dragon Mask Dream Tides Elephant Grass Elkin Lair Equipoise Everglades Everglades Everglades Everglades Firestorm Hellkite Flooded Shoreline Forbidden Riual Foreshadow Goblin Recruiter Griffin Canyon Guidmg Spirit Heat Wave	L MG W BBK BK A L A BG R W L W M M BBK BB R L M R	URUURURUUURRURRRRUURRU	\$1.00 \$3.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$3.00	Abeyance Aboroth Æthor Flash Agonizing Memories Alabaster Dragon Anccestral Knowledge Argtivian Find Argtivian Restoration Aura of Silence Avizoa Barishi Bone Dancer Böstum Strip Bubble Matrix Buried Alive Call of the Wild Chimeric Sphere Cinder Giant Circling Yultures Cloud Djinn Core of Flame	₩GRBkWEIGWBWBIGBkAABBGARBkBBRW	RRUURRUUUURUR RRURUUUUUUUUUUUUUUUUUUUU	\$13.00 \$6.00 \$3.00 \$8.00 \$8.00 \$8.00 \$1.50 \$1.50 \$1.50 \$5.00 \$1.00 \$1.00 \$8.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.50
Iron-rteart ChimeraAU\$1.50DoomsdayBkR\$6.Juji BubbleAU\$1.00DowndraftGU\$1.51Jungle BasinLU\$2.00Dwarven ThaumaturgistRR\$5.Kaerovek's SpiteBkR\$3.00Pathow WurmGU\$1.Katabatic WindsGR\$3.00Pallow WurmGU\$1.KotkusRR\$5.00Parmiliar GroundGU\$1.KookusRR\$1.00Prestering EvilBkU\$1.Lead-Belly ChimeraAU\$1.00Prestering EvilBkU\$1.LichenthropeGR\$4.00Prorysian BrigadeWU\$1.Magma MineAU\$1.00Genestone MineeLU\$3.Mapin GolemAU\$1.00Gerard's WisdomWU\$1.Miturallous RecoveryWU\$1.00Gerard's WisdomW\$1.\$3.Modo MentailtyRU\$2.00Goblin GrenadiersR\$3.NecromancyBk\$3.00Heat StrokeR\$3.NecrosavantBk\$3.00Heat StrokeR\$3.NecroasvantBk\$3.00Heat StrokeR\$3.NecroasvantBk\$3.00Laperd's BannerAU\$1.Peace TalksWU\$1.00Haetri of Bogarda	Corrosion Creeping Mold Daraja Criffin Desortion Diamond Kaleidoscope Dormant Volcano Dragon Mask Dream Tides Elephant Grass Elkin Lair Equipoise Everglades Everglades Everglades Everglades Firestorm Hellkite Flooded Shoreline Flooded Genetine Forbidde Ritual Forshadow Goblin Recruiter Griffin Canyon Guiding Spirit Heat Wave Helm of Awakening	L MG W BI BK A L A BI G R W L W M M BI BK BR L M R A	URUURURUUURRURRRRUURRUU	\$1.00 \$3.00 \$3.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$3.00	Abeyance Aboroth Ather Flash Agonizing Memories Alabaster Dragon Anccestral Knowledge Arctic Wolves Argivian Find Argivian Restoration Aura of Silence Avizoa Barishi Bone Dancer Boisum Strip Bubble Matrix Buried Alive Call of the Wild Chimeric Sphere Cloud Djinn Cone of Flame Debt of Loyalty Bense Foliage	₩GREKWEIGWEIWEIGEKAAEKGAREKEERWEIG	RRUURRUUUURUR RRURUUUUUUUUUUUUUUUUUUUU	\$13.00 \$6.00 \$3.00 \$8.00 \$1.50
Jungle BasinLU\$2.00DownameDownameSolutionKarooLU\$1.00Partai's FamiliarBitR\$5.50KarooLU\$1.00Partai's FamiliarBitR\$5.60KatooLU\$1.00Partai's FamiliarBitR\$5.60KookusRR\$5.00PervorRR\$4.60KookusRS.5.00PervorRR\$4.60Lead-Belly ChimeraAU\$1.00Prestering EvilBitU\$1.10Lead-Belly ChimeraAU\$1.00Prestering EvilBitU\$1.10Lightning CloudR\$4.00Penysian BrigadeWU\$1.10Magma MineAU\$1.00Gaea's BlessingGU\$3.30Magma MineAU\$1.00Gerrard's WisdomWU\$1.10Miraculous RecoveryWU\$1.00Goblin GrenadiersR\$3.80NetromancyBk\$2.00Goblin GrenadiersR\$3.30NecrosavantBk\$3.50Heat of BogardanR\$3.30NecroasvantBk\$3.00Huetoon ShanaanR\$4.00NetrataiBk\$3.00Lager of the HollowsG\$3.30OvinomancerBit\$3.00Lager of the HollowsG\$3.30OvinomancerBit\$3.00Lager of the HollowsG\$3.30 </td <td>Corrosion Creeping Mold Daraja Criffin Desortion Diamond Kaleidoscope Dormant Volcano Dragon Mask Dream Tides Elephant Grass Elkin Lair Equipoise Everglades Everglades Everglades Everglades Firestorm Hellkite Flooded Shoreline Flooded Genetine Forbidde Ritual Forshadow Goblin Recruiter Griffin Canyon Guiding Spirit Heat Wave Helm of Awakening</td> <td>L MG W BI BK A L A BI G R W L W M M BI BBI R L M R A W R</td> <td>URUURUUUURRURRRRRUURRUUUU</td> <td>\$1.00 \$3.00 \$3.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$3.00</td> <td>Abeyance Aboroth Ather Flash Agonizing Memories Alabaster Dragon Anccestral Knowledge Arctic Wolves Argivian Restoration Aura of Silence Avizoa Barishi Bone Dancer Bösum Strip Bubble Matrix Buried Alive Call of the Wild Chimeric Sphere Cinder Giant Circling Vultures Cloud Djinn Cone of Flame Debt of Loyalty Dense Foliage Desperate Gambit Dingus Staff</td> <td>₩GRBKWEIGWEIWEIGBKAABEGARBEIR₩GRA</td> <td>RRUURRUUUURUR RRURUUUUUUUUUUUUUUUUUUUU</td> <td>\$13.00 \$6.00 \$1.00 \$8.00 \$8.00 \$1.50 \$1.50 \$1.50 \$1.50 \$1.50 \$1.50 \$1.00 \$1.50 \$1.00 \$1.50 \$1.00 \$1.50 \$1.00 \$1.50 \$1.00</td>	Corrosion Creeping Mold Daraja Criffin Desortion Diamond Kaleidoscope Dormant Volcano Dragon Mask Dream Tides Elephant Grass Elkin Lair Equipoise Everglades Everglades Everglades Everglades Firestorm Hellkite Flooded Shoreline Flooded Genetine Forbidde Ritual Forshadow Goblin Recruiter Griffin Canyon Guiding Spirit Heat Wave Helm of Awakening	L MG W BI BK A L A BI G R W L W M M BI BBI R L M R A W R	URUURUUUURRURRRRRUURRUUUU	\$1.00 \$3.00 \$3.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$3.00	Abeyance Aboroth Ather Flash Agonizing Memories Alabaster Dragon Anccestral Knowledge Arctic Wolves Argivian Restoration Aura of Silence Avizoa Barishi Bone Dancer Bösum Strip Bubble Matrix Buried Alive Call of the Wild Chimeric Sphere Cinder Giant Circling Vultures Cloud Djinn Cone of Flame Debt of Loyalty Dense Foliage Desperate Gambit Dingus Staff	₩GRBKWEIGWEIWEIGBKAABEGARBEIR₩GRA	RRUURRUUUURUR RRURUUUUUUUUUUUUUUUUUUUU	\$13.00 \$6.00 \$1.00 \$8.00 \$8.00 \$1.50 \$1.50 \$1.50 \$1.50 \$1.50 \$1.50 \$1.00 \$1.50 \$1.00 \$1.50 \$1.00 \$1.50 \$1.00 \$1.50 \$1.00
KarooLSt.00Brai's FamiliarBlR\$5.KarooLU\$1.00Palow WurmGU\$1.Katabatic WindsGR\$3.00Pamiliar GroundGU\$1.KookusRR\$5.00PervorR\$4.Kyscu DrakeGU\$1.00Firstering EvilBkU\$1.Lead-Belly ChimeraAU\$1.00Firstering EvilBkU\$1.Lead-Belly ChimeraAU\$1.00FirsteringR\$4.00Lightning CloudR\$4.00Forsystan BrigadeWU\$1.Lightning CloudRR\$3.00Forsystan BrigadeWU\$1.Magna MineAU\$1.00Gentard's WisdomWU\$1.Miraculous RecoveryWU\$1.00Gentard's WisdomWU\$1.Miraculous RecoveryWU\$1.00Goblin BombR\$3.MondunguMU\$1.00Heat of BogardanR\$3.NecromancyBk\$3.00Huarloon ShanaanR\$4.Ogree EnforcerR\$3.00Infernal TributeBk\$4.Ogree EnforcerR\$3.00Labari's BannerA\$1.Peace TalksWU\$1.00Labari's BannenA\$1.Peace TalksWU\$1.00Labari's BannerA\$1.Prosperit	Corrosion Creeping Mold Daraja Criffin Desoltation Desoltation Diamond Kaleidoscope Dormant Volcano Dragon Mask Dream Tides Elephant Grass Elephant Grass Elevin Lair Equipoise Everglades Everglades Everglades Everglades Everglades Firestorm Hellkite Flooded Shoreline Flooded Shoreline Forbidden Ritual Foreshadow Goblin Recruiter Griffin Canyon Guidng Spirit Heat Wave Helm of Awakening Hulong Cyclops Iron-Heart Chunera	L MGWBIBA L A BIG R WL WMMBIBBB R L MRAW R A A	URUURUUUURRURRRRUURRUUUUUU	\$1.00 \$3.00 \$3.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$3.000	Abeyance Aboroth Ather Flash Agonizing Memories Alabaster Dragon Anccestral Knowledge Arctic Wolves Argivian Restoration Aura of Silence Avizoa Barishi Bone Dancer Bösum Strip Bubble Matrix Buried Alive Call of the Wild Chimeric Sphere Cinder Giant Circling Vultures Cloud Djinn Cone of Flame Debt of Loyalty Dense Foliage Desperate Gambit Dingus Staff Doomsday	WGRBWBGWBWBBGBAABBGARBBBRWGRABK	RRUURRUUUURUR RRURUUUUUUUUUUUUUUUUUUUU	\$13.00 \$6.00 \$8.00 \$8.00 \$8.00 \$1.00 \$1.50 \$1.50 \$1.50 \$1.00
Katabatic Winds G K \$5.00 Pamiliar Ground G U \$1.00 Kookus R R \$5.00 Pervor R R \$4.4 Kyscu Drake G U \$1.00 Pervor R R \$4.4 Lead-Belly Chimera A U \$1.00 Pervor R R \$4.5 Lichenthrope G R \$4.00 Forsystan Brigade W U \$1.1 Lightning Cloud R R \$3.00 Fungus Elemental G R \$4.40 Longbow Archer W U \$2.50 Gaea's Blessing G U \$5.3 Magma Mine A U \$1.00 Gernstone Mine L U \$5.5 Matopi Golem A U \$1.00 Genstone Mine L U \$5.5 Mindungu M U \$1.00 Golin Bomb R \$5.7 Motard Order G R \$5.00 Heatt Stroke R \$6.8 \$6.00 Nec	Corrosion Creeping Mold Daraja Criffin Desolation Diamond Kaleidoscope Dormant Volcano Dragon Mask Dream Tides Elephant Grass Elkin Lair Equipoise Everglades Everglades Everglades Everglades Firestorn Hellkite Flooded Shoreline Flooded Shoreline Forbidden Ritual Foreshadow Goblin Recruiter Griffin Canyon Guiding Spirit Heat Wave Helm of Awakening Honorable Passage Hulking Cyclops Iron-Heart Chumera Jung Basin	L MGWBIBA L A BIG R W L W M M BBK BI R L M R A W R A A L	URUURUUUURRURRRRUUURRUUUUUU	\$1.00 \$3.00 \$3.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$3.00	Abeyance Aboroth Ather Flash Agonizing Memories Alabaster Dragon Anccestral Knowledge Arctic Wolves Argivian Restoration Aura of Silence Avizoa Barishi Bone Dancer Bösum Strip Bubble Matrix Buried Alive Call of the Wild Chimeric Sphere Cinder Giant Circling Vultures Cloud Djinn Cone of Flame Debt of Loyalty Dense Foliage Desperate Gambit Dingus Staff Doomsday	WGRBWBIGWBIWBIGBAABBGARBBBRWGRABBGR	RRUURRUUUURUR RRURUUUUUUUUUUUUUUUUUUUU	\$13.00 \$6.00 \$8.00 \$8.00 \$8.00 \$1.00 \$1.50 \$1.50 \$1.50 \$1.00
Kyscu DrakeGU\$1.00FertorRKKKLad-Belly ChimeraAU\$1.00FirestormRR\$3.10LichenthröpeGR\$4.00Forsystan BrigadeWU\$1.10Lightning CloudRR\$3.00Forsystan BrigadeWU\$1.10Lightning CloudRR\$3.00Forsystan BrigadeG\$4.50Longbow ArcherWU\$2.50Gaea's BleasingGU\$3.30Magma MineAU\$1.00Gernstone MineLU\$5.50Matopi GolemAU\$1.00Gernstone MineLU\$5.50Moto MentalityRU\$2.00Goblin BombRR\$7.70Moto MentalityRU\$2.00Goblin GrenadiersRU\$1.10MundunguMU\$1.00Heat of BogardanR\$8.83NecromancyBkU\$2.00Heat StrokeR\$3.50NecrosavantBkR\$3.00Huden HororBk\$1.10NecrosavantBkR\$3.00Inner SanctumW\$3.50Phyrexia MarauderAR\$3.00Lava Hounds\$1.90Phyrexia MarauderA\$3.00Lava Hounds\$6\$3.50Phyrexia MarauderA\$3.50Lava Hounds\$6\$3.50Phyrexia MarauderA\$3.50Lava Hounds<	Corrosion Creeping Mold Daraja Criffin Desolation Diamond Kaleidoscope Dormant Volcano Dragon Mask Dream Tides Elephant Grass Elkin Lair Equipoise Everglades Everglades Everglades Everglades Firestorn Hellkite Flooded Shoreline Flooded Shoreline Forbidde Nitual Foreshadow Goblin Recruiter Griffin Canyon Guiding Spirit Heat Wave Helm of Awakening Honorable Passage Hulking Cyclops Iron-Heart Chumera Jung Basin Kaervek's Spite Karoo	L MGWBIBA L A BIG R W L W M M BBBBR L M R A W R A A L BL	URUURUUUURRURRRRUURRUUUUUUURU	\$1.00 \$3.00 \$3.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$3.00	Abeyance Aboroth Æthor Flash Agonizing Memories Alabaster Dragon Anccestral Knowledge Arctic Wolves Argivian Find Argivian Restoration Aura of Silence Avizoa Barishi Bone Dancer Bösum Strip Bubble Matrix Buried Alive Call of the Wild Chimeric Sphere Cinder Giant Circling Vultures Cloud Djinn Cone of Flame Debt of Loyalty Dense Poliage Desperate Gambit Dingus Staff Doomsday Downdraft Dwarven Thaumaturgist Erai's Familiar	WGRBWBIGWBIWBIGBAAABkGARBBIRWGRABKGRBIG	RRUURRUUUURUR RRURUUUUUUUUUUUUUUUUUUUU	\$13.00 \$6.00 \$8.00 \$8.00 \$8.00 \$1.00 \$1.50 \$1.50 \$1.50 \$1.00
Lichenthrope G \$1.00 Firestorm R R \$8. Lichenthrope G R \$4.00 Fonystan Brigade W U \$1.10 Lightning Cloud R R \$3.00 Fungus Elemental G R \$4.00 Longbow Archer W U \$2.50 Gaea's Blessing G U \$3.40 Magma Mine A U \$1.00 Genestone Mine L U \$3.40 Matop'-War B C \$2.00 Goblin Woraid Bk R \$3.40 Matop'-War B C \$2.00 Goblin Bomb R R \$7.70 Mob Mentality R U \$1.00 Gernstone Mine R \$3.50 Mundungu M U \$1.00 Heat of Bogardan R \$3.50 Necrosavant Bk U \$2.50 Hat Stroke R \$3.50 Necrosavant Bk U \$2.50 Hat Stroke R \$3.50 Ovinomancer Bl U	Corrosion Creeping Mold Daraja Griffin Desolation Diamond Kaleidoscope Dormant Volcano Dragon Mask Dream Tides Elephant Grass Elephant Grass Elephant Grass Elephant Grass Elephant Grass Elephant Grass Elephant Grass Firestorm Hellkite Flooded Shoreline Flooded Shoreline Flooded Shoreline Florbidden Ritual Forbidden Ritual Forbi	L M G W BI BA L A BI G R W L W M M BI BI BI R L M R A W R A A L BI L G	URUURUUUURRURRRRRUURRUUUUUUURUR	\$1.00 \$3.00 \$3.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$3.00	Abeyance Aboroth Athor Flash Agonizing Memories Alabaster Dragon Anccestral Knowledge Artic Wolves Argivian Find Argivian Restoration Aura of Silence Avizoa Barishi Bone Dancer Bösum Strip Bubble Matrix Buried Alive Call of the Wild Chimeric Sphere Chider Giant Circling Valtures Cloud Djinn Cone of Flame Debt of Loyalty Dense Foliage Desperate Gambit Dingus Staff Doomsday Downdraft Dwarven Thaumaturgist Ertai's Familiar Fallow Wurn Familiar Ground	WGRBWBBGBBAAABBGARRBBBRWGRABBGG	RRUURRUUUURUR RRURUUUUUUUUUUUUUUUUUUUU	\$13,00 \$6,00 \$3,00 \$1,00 \$8,00 \$1,000\$10 \$1,000\$100\$100\$100\$100\$100\$100\$100\$100\$1
Lightning Cloud R R \$3.00 Fungus Elemental G R \$4.4 Longbow Archer W U \$2.50 Gaea's Blessing G U \$3.3 Magma Mine A U \$1.00 Gala's Blessing G U \$3.3 Marno'-War B C \$2.00 Gemstone Mine L U \$5.5 Matopi Golem A U \$1.00 Gernato's Wisdom W U \$5.1 Miraculous Recovery W U \$1.00 Goblin Brenadiers R W \$5.1 Mundungu M U \$1.00 Heart of Bogardan R \$8.8 Natural Order G R \$5.00 Heat Stroke R \$3.3 Necrosavant Bk U \$2.50 Infernal Tribute Bk \$4.0 Ogre Enforcer R R \$3.00 Iuner Sanctum W \$3.3 Ovinomancer Bl U \$1.00 Lava Hounds R \$4.0 Phyrexian Marauder A	Corrosion Creeping Mold Daraja Griffin Desolation Diamond Kaleidoscope Dormant Volcano Dragon Mask Dream Tides Elephant Grass Elephant Grass Elever Jades Everglades Everglades Everglades Everglades Everglades Everglades Everglades Frestor Hellkite Flooded Shoreline Flooded Shoreline Flooded Shoreline Flooded Ritual Forshadow Goblin Recruiter Griffin Canyon Guiding Spirit Heat Wave Helm of Awakening Honorable Passage Hulking Cyclops Iron-Heart Chunera Juju Bubble Jungle Basin Kaervek's Spite Karoo Katabatic Winds Kookus	L M G W B B A L A B I G R W L W M M B B B B R L M R A W R A A L B L G R G	URUURURUUURRURRRRUURRUUUUUUURURRU	\$1.00 \$3.00 \$3.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$3.00	Abeyance Aboroth Athor Flash Agonizing Memories Alabaster Dragon Ancostral Knowledge Argivian Find Argivian Restoration Aura of Silence Avizoa Barishi Bone Dancer Bösum Strip Buble Matrix Buried Alive Call of the Wild Chimeric Sphere Cinder Giant Circling Yultures Cloud Djinn Cone of Flame Debt of Loyaly Dense Foliage Desperate Gambit Dingus Staff Doomsday Downdraft Dwaryen Thaumaturgist Eral's Familiar Pallow Wurn Fastering Evil	WGR BWBIGWBBGBAAABAGARBBBRWGR AABGRBBGGRB	RRUURRUUUURUR RRURUUUUUUUUUUUUUUUUUUUU	\$13,00 \$6,00 \$3,00 \$1,00 \$8,00 \$1,000\$10 \$1,000\$100\$100\$100\$100\$100\$100\$100\$100\$1
Magma Mine A U \$1.00 Genestone Mine B C \$33 Matopi Golem A U \$1.00 Genstone Mine L U \$55 Matopi Golem A U \$1.00 Genstone Mine L U \$55 Miraculous Recovery W U \$1.00 Gobin Bomb R R \$7 Mob Mentality R U \$1.00 Gobin Grenadiers R U \$1 Mundungu M U \$1.00 Heat of Bogardan R R \$8 Natural Order G R \$5.00 Heat of Bogardan R \$8 Necronancy Bk U \$2.00 Hudton Horoor Bk \$1 Necrosavant Bk R \$3.50 Infernal Tribute Bk \$4 Ogre Enforcer R R \$3.00 Lava Hounds R \$3.00 Ovinomancer Bl U \$1.00 Lava Hounds R \$3.00 Phyrexiam Marauder A \$3.00	Corrosion Creeping Mold Daraja Criffin Desolation Diamond Kaleidoscope Dormant Volcano Dragon Mask Dream Tides Elephant Grass Elkin Lair Equipoise Everglades Everglades Everglades Everglades Firestorn Hellkite Flooded Shoreline Flooded Shoreline Flooded Genetine Flooded Genetine Flooded Shoreline Flooded Shoreline Flooded Shoreline Flooded Shoreline Flooded Shoreline Griffin Canyon Guiding Spirit Heat Wave Helm of Awakening Honorable Passage Hulking Cyclops Iron-Heart Chumera Juju Bubble Jungle Basin Kaerovek's Spite Karoo Katabatic Winds Kookus Kyscu Drake Lead.Buly Chimera	L MGWBIBKALABIGRWLWMMBBBBBRLMRAAWRAALBELGRGAG	URUURUUUURRURRRRUURRUUUUUUUURURRUUR	\$1.00 \$3.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$3.00	Abeyance Aboroth Ather Flash Agonizing Memories Alabaster Dragon Anccestral Knowledge Arctic Wolves Argivian Find Argivian Restoration Aura of Silence Avizoa Barishi Bone Dancer Bösum Strip Bubble Matrix Buried Alive Call of the Wild Chimeric Sphere Cinder Giant Circling Vultures Cloud Djinn Cone of Flame Debt of Loyalty Dense Foliage Desperate Gambit Dingu Staff Doomsday Doomsday Doomsday Doomsday Doomsday Downiath Dwarven Thaumaturgist Erailiar Ground Fervor Festering Evil	WGR BWBIGWBBGBAAABAGARBBBRWGR AABGRBBGGRB	RRUURRUUUURUR RRURUUUUUUUUUUUUUUUUUUUU	\$13,00 \$6,00 \$3,00 \$1,00 \$8,00 \$1,000\$10 \$1,000\$100\$100\$100\$100\$100\$100\$100\$100\$1
Mateo own B C 32.00 Gemstone Mine L U \$5. Matopi Golem A U \$1.00 Gernad's Wisdom W U \$1. Miraculous Recovery W U \$1.00 Goblin Genadiers R R \$7. Mob Mentality R U \$2.00 Goblin Genadiers R \$3. Mundungu M U \$1.00 Heart of Bogardan R R \$8. Natural Order G R \$5.00 Heart of Bogardan R \$8. Necromancy Bk \$2.00 Hidden Horror Bk \$1. Necrosavant Bk R \$3.00 Huritoon Shaman R \$3. Ovinomancer Bl U \$1.00 Jabari's Banner A U \$1. Peace Talks W U \$1.00 Lava Hounds R U \$2. Phyrexia Marauder A \$3.00 Lava Hounds G \$3. Pillar Tombs of Aku Bk \$6.00 Lava Hounds G \$3. Prosperity Bl U \$2.00 Maraus of Keld R \$2. Poguic	Corrosion Creeping Mold Daraja Criffin Desolation Diamond Kaleidoscope Dormant Volcano Dragon Mask Dream Tides Elephant Grass Elkin Lair Equipoise Everglades Everglades Everglades Everglades Firestorn Hellkite Flooded Shoreline Flooded Shoreline Flooded Genetine Flooded Genetine Flooded Shoreline Flooded Shoreline Flooded Shoreline Flooded Shoreline Flooded Shoreline Griffin Canyon Guiding Spirit Heat Wave Helm of Awakening Honorable Passage Hulking Cyclops Iron-Heart Chumera Juju Bubble Jungle Basin Kaerovek's Spite Karoo Katabatic Winds Kookus Kyscu Drake Lead.Buly Chimera	L MGWBIBA L A BIG R W L W M MBIBBB R L M R A W R A A L B L G R G A G R	URUURUUUURRURRRRRUUURRUUUUUUURURRUURR	\$1.00 \$3.00 \$3.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$3.00	Abeyance Aboroth Ather Flash Agonizing Memories Alabaster Dragon Anccis Wolves Argivian Find Argivian Restoration Aura of Silence Avizoa Barishi Bone Dancer Bösum Strip Bubble Marix Buried Alive Call of the Wild Chimeric Sphere Cinder Giant Circling Vultures Cloud Djinn Cone of Flame Debt of Loyalty Dense Foliage Desperate Gambit Dingus Staff Doomsday Downitaft Downtaft Downtaft Trais Familiar Familiar Familiar Familiar Familiar Familiar Familiar Familiar Familiar Familiar Familiar Familiar Familiar Familia Ground Fervor Pestering Evil Hirrestorn Fornystan Brigade Fungus Eisenental	WGRBWBIGWBIWBIGBAABAGGARBBBBRWGRABAGRBIGGRBARWG	RRUURRUUUURUR RRURUUUUUUUUUUUUUUUUUUUU	\$13,00 \$6,00 \$3,00 \$1,000\$10 \$1,000\$100\$100\$100\$100\$100\$100\$100\$100\$1
Miraculous Recovery W U \$1.00 Goblin Bomb R \$7, Mob Mentality R U \$2.00 Goblin Bomb R \$5,7 Mubdungu M U \$1.00 Goblin Bomb R \$5,7 Mundungu M U \$1.00 Heart of Bogardan R \$8,8 Natural Order G R \$5,00 Heatt of Bogardan R \$8,8 Necromancy Bk U \$2,00 Hidden Horror Bk U \$1,1 Necrosavant Bk R \$3,00 Hurtoon Shaman R \$4,40 Ogre Enforcer R R \$3,00 Lava Hounds R \$4,20 Ovinomancer Bl U \$1,00 Lava Hounds R \$3,20 Phyrexian Marauder A R \$3,00 Lava Hounds R \$3,20 Phyrexinoms of Aku Bk S 6,00 Liege of the Hollows G \$3,30 Prosperity Bl U \$2,50 Lanowar Behemoth G U	Corrosion Creeping Mold Daraja Criffin Desoltation Desoltation Diamond Kaleidoscope Dormant Volcano Dragon Mask Dream Tides Elephant Grass Elephant Grass Elephant Grass Eleverglades Everg	L MGWBIBA L A BIG R W L W M M BIBBIR L M R A W R A A L BL G R G A G R W A	URUURUUUURRURRRRRUURRUUUUUUUURURRUURRU	\$1.00 \$3.00 \$3.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$3.00	Abeyance Aboroth Ather Flash Agonizing Memories Alabaster Dragon Anccis Wolves Argivian Find Argivian Restoration Aura of Silence Avizoa Barishi Bone Dancer Bösum Strip Bubble Marix Buried Alive Call of the Wild Chimeric Sphere Cald of the Wild Chimeric Sphere Cald of Flame Debt of Loyalty Dense Foliage Desperate Gambit Dingus Staff Doomsday Doomsday Doomsday Doomsday Doomsday Doomsday Doomsday Doomsday Doomsday Doomsday Doomsday Doomsday Doomsday Doomsday Doomsday Doomsday Doomsday Doomsday Bestering Evil Frestoring Evil Firsetorm Fornystan Brigade Fungus Elemental Gaea's Blessing Gallowbraid	WGRBWEIGWEIWEIGHAABEGARBEIRWGRAEBGGRBERWGG	RRUURRUUUURUR RRURUUUUUUUUUUUUUUUUUUUU	\$13,00 \$6,00 \$3,00 \$1,00 \$8,00 \$1,000\$10 \$1,000\$100\$100\$100\$100\$100\$100\$100\$100\$1
Mundungu M U S1.00 Heat of Bogardan R S8 Natural Order G R \$5.00 Heat of Bogardan R \$88 Natural Order G R \$5.00 Heat of Bogardan R \$88 Necromancy Bk U \$2.00 Hudden Horror Bk U \$1.1 Necrosavant Bk R \$3.50 Infrenal Tribute Bk R \$48 Ogre Enforcer R R \$3.00 Inner Sanctum W R \$3.00 Ovinomancer Bl U \$1.00 Jabari's Banner A U \$1.1 Peace Talks W U \$1.00 Layar Hounds R U \$2.1 Phyrexian Marauder A R \$3.00 Layar Hounds R \$3.2 Pillar Tombs of Aku Bk \$6.00 Llanowar Behemoth G U \$1.2 Prosperity Bl U \$2.50 Lotus Vale L R \$2.1 Prosperity Bl U \$3.00 Maraxus of Keld R \$3.9 Quicksand L U \$3.00 Maraxus of Keld R \$	Corrosion Creeping Mold Daraja Griffin Desolation Diamond Kaleidoscope Dormant Volcano Dragon Mask Dream Tides Elephant Grass Elkin Lair Equipoise Everglades Everglades Everglades Everglades Everglades Firestorm Hellkite Flooded Shoreline Flooded Shoreline Forbidden Ritual Forbidden Ritual Forb	L M G W BI BA L A BI G R W L W M M BI BBI R L M R A W R A A L BL G R G A G R W A B A	URUURUUUURRURRRRRUURRUUUUUUUURURRUURRU	\$1.00 \$3.00 \$3.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$3	Abeyance Aboroth Ather Flash Agonizing Memories Alabaster Dragon Anccis Wolves Argivian Find Argivian Restoration Aura of Silence Avizoa Barishi Bone Dancer Bösum Strip Bubble Marix Buried Alive Call of the Wild Chimeric Sphere Cald of the Wild Chimeric Sphere Cald of Flame Debt of Loyalty Dense Foliage Desperate Gambit Dingus Staff Doomsday Doomsday Doomsday Doomsday Doomsday Doomsday Doomsday Doomsday Doomsday Doomsday Doomsday Doomsday Doomsday Doomsday Doomsday Doomsday Doomsday Doomsday Bestering Evil Frestoring Evil Firsetorm Fornystan Brigade Fungus Elemental Gaea's Blessing Gallowbraid	WGRBWEIGWEIWEIGHAABEGARBEIRWGRAEBGGRBERWGG	RRUURRUUUURUR RRURUUUUUUUUUUUUUUUUUUUU	\$13.00 \$6.00 \$8.00 \$8.00 \$8.00 \$1.5 \$1.5 \$1.00 \$1.5 \$6.00 \$1.5 \$6.00 \$1.5 \$5.00 \$5.00 \$1.5 \$5.00
Natural Order G K 53.00 Heat Stroke R R S3 Necromancy Bk U \$2.00 Hidden Horror Bk U \$1. Necrosavant Bk R \$3.00 Hurloon Shaman R U \$1. Nekrataal Bk U \$2.00 Hardon Shaman R U \$1. Nekrataal Bk U \$2.00 Infernal Tribute Bk R \$4. Ogre Enforcer R R \$3.00 Imper Sanctum W \$4. Peace Talks W U \$1.00 Jabari's Banner A U \$1. Phyrexian Marauder A R \$3.00 Lizege of the Hollows G R \$3. Pillar Tombs of Aku Bk R \$6.00 Lianowar Behemoth G U \$1. Prosperity Bl U \$2.50 Lotus Vale L R \$2. Pygmy Hippo M R \$4.00 Maraxus of Keld R \$1. Quicksand L U \$3.00 Maraxus of Keld R \$1.	Corrosion Creeping Mold Daraja Criffin Desortion Diamond Kaleidoscope Dormant Volcano Dragon Mask Dream Tides Elephant Grass Elekin Lair Equipoise Everglades Forbidden Ritual Forbidden Reinuel Goblin Recruiter Griffin Canyon Guiding Spirit Helm of Awakening Honorable Passage Hulking Cyclops Iron-Heard Chunera Juju Bubble Jungle Basin Kaervek's Spite Karoo Katabatic Winds Kookus Kyscu Drake Lead-Belly Chimera Lichenthrope Lightning Cloud Longbow Archer Mano-War Maroo - War Maroo - War	L M G W BI B A L A BI G R W L W M M BI B B B R L M R A W R A A L B L G R G A G R W A B A W	URUURUUUURRURRRRRUUURRUUUUUURURRUURRUU	\$1.00 \$3.00 \$3.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$3.00	Abeyance Aboroth Æthor Flash Agonizing Memories Alabaster Dragon Anccestral Knowledge Aratic Wolves Argivian Find Argivian Restoration Aura of Silence Avizoa Barishi Bone Dancer Böstum Strip Bubble Matrix Buried Alive Call of the Wild Chimetic Sphere Cinder Giant Chinger Sphere Chider Giant Chinger Unitres Cloud Djinn Core of Flame Debt of Loyalty Dense Foliage Desperate Gambit Dingus Staff Doomsday Downdraft Dwarven Thaumaturgist Erati's Familiar Fallow Wurn Familiar Ground Fervor Festering Evil Firnestom Fortystan Brigade Pungue Elemental Gueat S Blessing Gallowbraid Gemstone Mine Gerrard's Wisdom	WGRBWEIGWEIWEIGHAABEGARBEIRWGRAEBGGRBERWGG	RRUURRUUUURUR RRURUUUUUUUUUUUUUUUUUUUU	\$13.00 \$6.00 \$1.00 \$8.00 \$8.00 \$8.00 \$8.00 \$8.00 \$1.50 \$1.50 \$5.00 \$1.50 \$1.00 \$1.50 \$1.50
Necrosavant Bk R \$3.00 Hutter notion Bk U \$1. Nekrataal Bk U \$2.50 Hutter notion Bk U \$1. Nekrataal Bk U \$3.50 Infernal Tribute Bk R \$4. Ogre Enforcer R \$3.00 Inner Sanctum W \$4. Peace Talks W U \$1.00 Jabari's Banner A U \$1. Phyrexian Marauder A R \$3.00 Lage of the Hollows G R \$3. Pillar Tombs of Aku Bk R \$6.00 Llanowar Behemoth G U \$1. Prosperity Bl U \$2.50 Lotus Vale L R \$2. Pygmy Hippo M R \$4.00 Maraxus of Keld R \$3.10 Quicksand L U \$3.00 Maraxus of Keld R \$4.00	Corrosion Creeping Mold Daraja Griffin Desolation Diamond Kaleidoscope Dormant Volcano Dragon Mask Dream Tides Elephant Grass Elephant Grass Elephant Grass Elephant Grass Elevin Lair Equipoise Everglades Everg	L MGWBIBA L A BIG R W L W M MBIBBIR L M R A W R A A L BILG R G A G R W A B A W R M	URUURUUUURRURRRRRUUURRUUUUUUURURRUURRUUCUUUU	\$1.00 \$3.00 \$3.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$3.00 \$5.00 \$3.00	Abeyance Aboroth Athor Flash Agonizing Memories Alabaster Dragon Anccis Wolves Argivian Find Argivian Restoration Aura of Silence Avizoa Bariabi Bone Dancer Bösum Strip Bubble Matrix Buried Alive Call of the Wild Chimeric Sphere Cinder Giant Circling Yultures Cloud Djinn Cone of Flame Debt of Loyalty Dense Foliage Debt of Loyalty Dense Foliage Downdraft Downsday Downdraft Downsday Downdraft Brati's Familiar Fator Theore Theorem Partis Familiar Partis Ground Fervor Festering Evil Firestorm Forysian Brigade Fungua Elemental Gear's Blessing Gallowbraid Gemstone Mine Goblin Bomb Goblin Bomb	₩GRB£WB1GWB1GBAAAB4GARB4B18R₩GRAB4GRB1GGRB4R₩GGB4L₩RRR	RRUURRUUUURUR RRURUUUUUUUUUUUUUUUUUUUU	\$13.00 \$6.000 \$1.000 \$2.0000 \$2.00000 \$2.00000 \$2.00000 \$2.00000 \$2.00000 \$2.00000 \$2.0000000 \$2.0000000000
Oper Enforcer R \$3.00 Infernal Tribute Bk R \$4. Ogre Enforcer R \$3.00 Jabari's Banner A U \$1. Peace Talks W U \$1.00 Jabari's Banner A U \$1. Peace Talks W U \$1.00 Lava Hounds R U \$2. Phyrexian Marauder A R \$3.00 Liege of the Hollows G R \$3. Pillar Tombs of Aku Bk R \$6.00 Llanowar Behemoth G U \$1. Prosperity Bl U \$2.50 Lotus Vale L R \$2.10 Pygmy Hippo M R \$4.00 Maraxus of Keld R \$1. Quicksand L U \$3.00 Maraxus of Keld R \$1.	Corrosion Creeping Mold Daraja Criffin Desoltation Desoltation Diamond Kaleidoscope Dormant Volcano Dragon Mask Dream Tides Elephant Grass Elephant Grass Elephant Grass Elephant Grass Eleverglades Everglades Frost-Heat Heat Wave Helm of Awakening Honorable Passage Hulking Cyclops Iron-Heart Chimera Juig Bubble Jungle Basin Kazervek's Spite Kazoo Katabatic Winds Kookus Kyscu Drake Lead-Belly Chimera Lichenthrope Lightning Cloud Longbow Archer Magma Mine Mano-War Matopi Golem Miraculous Recovery Mob Mentality Mundungu	L MGWBIBA L A BIG R W L W M M B BBB R L M R A W R A A L BL G R G A G R W A B A W R M G	URUURUUUURRURRRRRUURRUUUUUUURURRUUURRUUUR	\$1.00 \$3.00 \$3.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$3.000 \$3.000\$\$3.00	Abeyance Aboroth Athor Flash Agonizing Memories Alabaster Dragon Ancostral Knowledge Arctic Wolves Argivian Find Argivian Restoration Aura of Silence Avizoa Barishi Bone Dancer Bösum Strip Bubiel Matrix Buried Alive Call of the Wild Chimetic Sphere Cinder Giant Croling Vultures Cloud Djian Cone of Flame Debt of Loyalty Dense Foliage Desperate Gambit Dingus Staff Doomsday Downdraft Downday Downdraft Downday Brestoring Evil Firestorm Fonysian Brigade Fungus Elemental Gearatd's Wisdom Gobin Bonb Gobin Bonb Gobin Bonb Gobin Bonb Gobin Grenadiers Heat of Bogardan	WGR BW BIGW BIGBA A BAGA R BABBR WGR A BAGR BIGG R BARWGG BALWR R R R	RRUURRUUUURUR RRURUUUUUUUUUUUUUUUUUUUU	\$13.00 \$6.000 \$1.0
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Phyrexian Marauder A R \$3.00 Lava rooms G R Pillar Tombs of Aku Bk R \$6.00 Llanowar Behemoth G U \$1 Prosperity Bl U \$2.250 Lotus Vale L R \$21 Pygmy Hippo M R \$4.00 Mana Web A R \$9 Quicksand L U \$3.00 Maraxus of Keld R \$11 Quich Druid G R \$4.00 Maraxus of Keld R \$11	Corrosion Creeping Mold Daraja Griffin Desolation Diamond Kaleidoscope Dormant Volcano Dragon Mask Dream Tides Elephant Grass Elephant Grass Elekin Lair Equipoise Everglades Everglades Everglades Everglades Everglades Firestorn Hellkite Flooded Shorten Forbidden Ritual Forshadow Goblin Recruiter Griffin Canyon Guiding Spirit Heat Wave Helm of Awakening Honorable Passage Hulking Cyclops Iron-Heart Chimera Juju Bubble Jungle Basin Kaervek's Spite Karoo Katabatic Winds Kookus Kyscu Drake Lead-Belly Chimera Lichenthrope Lightning Cloud Longbow Archer Mano'-War Matopi Golem Miraculous Recovery Mob Mentality Mundungu Natural Order Necronsavan Nekrataal Ogre Enforcer	L MGWBIBA L A BIG R W L W M M BIBB B R L M R A W R A A L B L G R G A G R W A B A W R M G B B B R B R	URUURURUUURRURRRRUURRUUUUUUURURRUUCUUUURURURURURURURURURURURURURURURURURURU	\$1.00 \$3.00 \$3.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$3.00	Abeyance Aboroth Athor Flash Agonizing Memories Alabaster Dragon Anccistral Knowledge Arctic Wolves Argivian Find Argivian Restoration Aura of Silence Avizoa Barishi Bone Dancer Bösum Strip Buble Matrix Buried Alive Call of the Wild Chimeric Sphere Cinder Giant Croling Vultures Cloud Djinn Cone of Flame Debt of Loyalty Dense Foliage Desperate Gambit Dingus Staff Doomsday Downdraft Dwarven Thaumaturgist Heat's Familiar Fallow Wurn Festering Evil Firestorm Forystan Brigade Fungus Elemental Generad's Wisdom Goblin Grenadiers Heat of Bogardan	WGRBWBIGWBIVBBBAABBGARBBBRWBRABBGGRBBCGRBBRWGGBLWRRRRBBRBBW	RRUURRUUUURUR RRURUUUUUUUUUUUUUUUUUUUU	\$13.00 \$6.000 \$1.0000 \$1.0000\$1.0000 \$1.0000 \$1.00000\$1.000
Prosperity BK SO.00 Llanowar Behemoth G U \$1 Prosperity BI U \$2.50 Lotus Vale L R \$21 Pygmy Hippo M R \$4.00 Mana Web A R \$9 Quicksand L U \$3.00 Maraxus of Keld R \$4.00 Quichon Druid G R \$4.00 Maraxus of Keld W \$11	Corrosion Creeping Mold Daraja Griffin Desolation Diamond Kaleidoscope Dormant Volcano Dragon Mask Dream Tides Elephant Grass Elephant Grass Elephant Grass Elephant Grass Elevin Lair Equipoise Everglades Fros-Heart Heat Wave Helm of Awakening Honorable Passage Hulking Cyclops Iron-Heart Chumera Juju Bubble Jungle Basin Kaervek's Spite Karaoo Katabatic Winds Kookus Koskus Kyscu Drake Lead-Belly Chimera Lichenthrope Lightning Cloud Longbow Archer Magma Mine Man-o'-War Maturgl Order Natural Order Necrosavant Nekrataal Ogre Enforcer	L M G W B B A L A B I G R W L W M M B B B B R L M R A W R A A L B L G R G A G R W A B A W R M G B B B B R B I	URUURUUUURRURRRRRUURRUUUUUUUURURRUUCUUUUURURURURURURURURURU	\$1.00 \$3.00 \$3.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$3.00	Abeyance Aboroth Athor Flash Agonizing Memories Alabaster Dragon Anccis Wolves Argivian Find Argivian Restoration Aura of Silence Avizoa Bariabi Bone Dancer Bösum Strip Bubble Marra Buried Alive Call of the Wild Chimeric Sphere Cloud Djinn Cone of Flame Debt of Loyalty Dense Foliage Debt of Loyalty Dense Foliage Debt of Loyalty Dense Foliage Downdrath Dwarven Thaumaturgist Brai's Familiar Familiar Familiar Familiar Familiar Forsystan Brigade Fungus Elemental Geestong Evil Firestorm Forsystan Brigade Fungus Elemental Geestong Evil Firestorm Goblin Bomb Goblin Bomb Goblin Bomb Goblin Bomb Heat of Bogardan Heat Stroke Hidden Horror Hurioon Shaman Infernal Thbute Inner Sanctum	WGRBWBIGWBIVBBBAABBGARBBBRWBRABBGGRBBCGRBBRWGGBLWRRRRBBRBBW	RRUURRUUUURUR RRURUUUUUUUUUUUUUUUUUUUU	\$13.00 \$6.000 \$1.0000 \$1.0000\$1.0000 \$1.0000 \$1.00000\$1.000
Pygmy Hippo M R \$4.00 Mana Web A R \$9 Quicksand L U \$3.00 Maraxus of Keld R R \$1 Quirion Druid G R \$4.00 Maraxus of Keld W W \$1	Corrosion Creeping Mold Daraja Griffin Desolation Diamond Kaleidoscope Dormant Volcano Dragon Mask Dream Tides Elephant Grass Elephant Grass Elephant Grass Elevin Lair Equipoise Everglades Eye of Singularity Femeref Enchantress Firestorm Hellkite Flooded Shoreline Flooded Shoreline Forbidden Ritual Foreshadow Goblin Recruiter Griffin Canyon Guiding Spirit Heat Wave Helm of Awakening Honorable Passage Hulking Cyclops Iron-Heart Chimera Jung Basin Kaervek's Spite Karoo Katabatic Winds Kookus Kyscu Drake Lead-Belly Chimera Lichenthrope Lighting Cloud Longbow Archer Magma Mine Man-o'-War Matori Golem Miraculous Recovery Mob Mentality Mundungu Natural Order Necrosavant Nekrataal Ogre Enforcer Peace Talks Phyrekian Marauder	L MGWBBBA L A BIG R W L W M M BBBBR L M R A W R A A L BL G R G A G R W A B A W R M G BBBBR BI W A	URUURUUUURRURRRRRUURRUUUUUUUURURRUUCUUUUURURURUURU	\$1.00 \$3.00 \$3.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$3.00	Abeyance Aboroth Athor Flash Agonizing Memories Alabaster Dragon Anccistral Knowledge Argivian Find Argivian Restoration Aura of Silence Avizoa Bariabi Bone Dancer Bösum Strip Bubble Matrix Buried Alive Call of the Wild Chimetic Sphere Cinder Giant Circling Yultures Cloud Djinn Cone of Flame Debt of Loyalty Dense Foliage Debt of Loyalty Dense Foliage Debt of Loyalty Dense Foliage Debt of Loyalty Dense Foliage Downdraft Downdraft Downdraft Downdraft Bravi's Familiar Pallow Wurm Festering Evil Firestorm Festering Evil Firestorm Gallowbraid Genstone Mine Gernard's Wisdom Goblin Grenan Heat of Bogardan Heat Stroke Hudon Shaman Infernal Tribute Inner Sanctum Jabar's Banner Lava Hounos	WGR BW BIGW BIOBA A BLG A REBBR WGR A BLG GR BL W GG BL WR R R R BL R BL WARG	RRUURRUUUURUR RRURUUUUUUUUUUUUUUUUUUUU	\$13.00 \$6.00 \$1.00
Quirion Druid G R \$4.00 Master of Arms W II \$1	Corrosion Creeping Mold Daraja Griffin Desolation Diamond Kaleidoscope Dormant Volcano Dragon Mask Dream Tides Elephant Grass Elephant Grass Elekin Lair Equipoise Everglades Forbidden Ritual Forbidden Ritual Forbidden Ritual Forbidden Ritual Forbidgen Spirit Helm of Awakening Honorable Passage Hulking Cyclops Iron-Heart Chumera Juju Bubble Jungle Basin Kaervek's Spite Karoo Katabatic Winds Kookus Kyscu Drake Lead-Belly Chimera Lichenthrope Lightning Cloud Longbow Archer Mamo-'War Matopi Golem Miraculous Recovery Mob Mentality Mundungu Natural Order Necrosavant	L M G W BI BA L A BI G R W L W M M BI BI BI R L M R A W R A A L BL G R G A G R W A B A W R M G B B BI R BI W A B BI	URUURUUUURRURRRRRUURRUUUUUUURURRUURUUUUU	\$1.00 \$3.00 \$3.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$3.00	Abeyance Aboroth Athor Flash Aconizing Memories Alabaster Dragon Anccestral Knowledge Argivian Find Argivian Restoration Aura of Silence Avizoa Barishi Bone Dancer Bössum Strip Bubble Matrix Buried Alive Call of the Wild Chimetic Sphere Cluder Giant Chinge Vultures Cloud Djinn Core of Flame Debt of Loyalty Dense Foliage Desperate Gambit Dingus Staff Doomsday Downdraft Dwarven Thaumaturgist Erati's Familiar Fallow Wurn Familiar Ground Fervor Festering Evil Firestorn Fortystan Brigade Fungus Elemental Geat's Blessing Gallowbraid Gemstone Mine Gertard's Wisdom Gobiln Grenadiers Heat Stroke Hudea Hortor Hurloon Shaman Infernal Tribute Inner Sacturn Jabar's Banner Lave Hounds	WGR BW BBW BBB A A BEGAR BEBR WGR A BEGR BBGGR BR WGG BEL WR RR RR BR A BE R WGR A BEGR BBGGR BBR WGG BEL WR RR RR BR BW A RG G I	RRUURRUUUURUR RRURUUUUUUUUUUUUUUUUUUUU	\$13.00 \$6.00 \$1.00
	Corrosion Creeping Mold Daraja Griffin Desolation Diamond Kaleidoscope Dormant Volcano Dragon Mask Dream Tides Elephant Grass Elekin Lair Equipoise Everglades Everglades Everglades Everglades Everglades Everglades Everglades Everglades Firestorm Helkite Flooded Shoreline Flooded Shoreline Forbidden Ritual Forrshadow Goblin Recruiter Griffin Canyon Guiding Spirit Heat Wave Helm of Awakening Honorable Passage Honorable Passage Honorable Passage Honorable Passage Hulking Cyclops Iron-Heart Chunera Juju Bubble Jungle Basin Kaervek's Spite Karoo Katabatic Winds Kookus Kyscu Drake Lead-Belly Chimera Lichenthrope Elightning Cloud Longbow Archer Magna Mine Maneo'-War Matopi Golem Miraculous Recovery Mob Mentality Mundungu Natural Order Necromancy Necrosavant Nekrataal Ogre Enforcer Ovinomancer Pace Talks Phyrexian Marauder Phyrexian Marauder Phylar Date Skue Prosperity	L MGWBIBA L A BIG R W L W M M BIBBIR L M R A W R A A L BL G R G A G R W A B A W R M G B BB R B W A B B B M	URUURUUUURRURRRRRUUURRUUUUUUURURRUURRU	\$1.00 \$3.00 \$3.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$1.00 \$3.00	Abeyance Aboroth Æthor Flash Agonizing Memories Alabaster Dragon Anccestral Knowledge Argivian Find Argivian Restoration Aura of Silence Avizoa Barishi Bone Dancer Bössum Strip Bubble Matix Buried Alive Buried Alive Buried Alive Buried Alive Call of the Wild Chimeric Sphere Cinder Giant Chiner Giant Chiner Sphere Cinder Giant Chiner Sphere Cloud Djinn Core of Flame Debt of Loyalty Dense Foliage Desperate Gambit Dingus Staff Doomsday Downdraft Dwarven Thaumaturgist Ertai's Familiar Failow Wurn Familiar Ground Fervor Festering Evil Friestorm Forsystan Brigade Fungue Elemental Gaea's Blessing Gallowbraid Gemstone Mine Gerrard's Wisdom Goblin Grenadiers Hudden Hortor Huricon Shaman Infernal Tribute Imer Sanctum Jabar's Banner Lavy Hounds	WGR BW BBW BBB A A BEGAR BEBR WGR A BEGR BBGGR BR WGG BEL WR RR RR BR A BE R WGR A BEGR BBGGR BBR WGG BEL WR RR RR BR BW A RG G I	RRUURRUUUURUR RRURUUUUUUUUUUUUUUUUUUUU	\$2.00 \$13000 \$3.00 \$3.00 \$8.00 \$5.00 \$1.00 \$5.00





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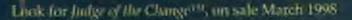
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FILE RINGS

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1

Inside the Industry

* n my day, young whippersnappers [raps cane on floor], gamers had no customer support. True, some companies would answer inquiries phrased as yes-or-no questions if you included a stamped return envelope and waited a month. But in general, when not walking to school in knee-deep snow uphill both ways, we settled our rules questions the old-fashioned way: by arguing at the top of our lungs.

sible Means

Wizards of the Coast opened its Customer Service department in late 1993. This, and the simultaneous rise of the Internet, has transformed industry attitudes. Now trad-

ing card game publishers—the good ones, anyway—provide answers that, if not always authoritative, are at least quick. These games are team efforts,

"You've got to have great customer service to make it in this business."

both before publication and after. When you count the designers, editors, art director, print buyer, tournament administrators, demo program leaders, and netreps, a successful card game may require coordinated full-time effort from two dozen people, and sometimes many more.

"You've got to have great customer service to make it in this business," says Paul Brown of Precedence Publishing. In Babylon 5's 400-card set, "every one of those cards can potentially interact in a novel way with every other card. That's what makes these games an order of magnitude more interesting, and support an order of magnitude more necessary. Before the game was released, we lined up over 100 people as local reps. Now we get at least five people a day volunteering to help out. That gives us the ability to solve problems, make things happen—it's essential."

Fast becoming an industry standard, this approach contrasts with that of HarperPrism, publisher of the fine Aliens Predator card game designed by Precedence. Harper is supporting AP the way every leading book publisher supports its books: buy a lot of ads, then watch and wait. I hope this works, but nowadays [rap, rap] customers expect more.

by Allen Varney 1 Version

NEAME

liens Predator (HarperPrism, New York City): Precedence Publishing, which designed the game on assignment, has posted three two-player scenarios (previously printed in Scrye) on their website, <www.eternity.com>. <hprismccg@aol.com>; <<www.harperprism.com/ccg>

S Babylon 5 (Precedence, Tempe, AZ): *The Shadows*, a 200-plus card expansion, will loom forth in April (12card boosters with two rares, \$2.75). Highlighting the show's second and third seasons, it will feature new characters such as Earth President Clark, mad Centauri Emperor Cartagia, and a new version of Londo; Vorion and Shadow capital ships, plus the White Star Fleet, and

> "a limited number" of Morden cards autographed by Ed Wasser, who played the Shadows' sinister agent. Play emphasizes chaos and battle.

Responding to early collation errors with the original edition, Precedence has a new

policy: "If anyone has a problem with the boosters, send us the box's UPC code and we'll send [you] a random assortment of six rare cards," says Brown. If you bought five booster boxes and didn't get a complete set, Precedence will complete your set.

Precedence has filed for a patent on certain unspecified B5 rules mechanics, says Brown. "It's not intended to be a challenge" to Wizards of the Coast's Magic patent. "I'm glad they've got the patent, and as they say, it drives people to innovate. It's just that the industry has clearly changed." <85Events@aol.com>; <www.eternity.com>

S Chron X (Genetic Anomalies, Cambridge, MA): A free upgrade to this Internet trading card game appeared in December as Chron X 2.0, along with the first expansion, *Overture*. The 2.0 upgrade adds new chat features, usercreated groups factions, support for organized tournaments, multiple rankings per user, and improved AI. *Overture* adds 145 virtual cards, including new headquarters, weapons and assets. Users can play games that include or exclude *Overture* cards. <EdMartin@GeneticAnomalies.com>; <www.GeneticAnomalies.com>



[continued]

⁵ Dixie (Columbia Games, Blanc, WA). "Many people comment and complain about the demise of wargaming Columbia Games is doing something about it," says Columbia's Grant Dalgliesh. The company will send you two 60-card decks from its 1995 Civil War trading card game, originally \$8 apiece, free for the cost of shipping (\$4.95; \$7.95 to Canada and overseas). Write Columbia Games, P. O. Box 3457, Blaine, WA 98231, for credit card orders, call (800) 636-3631. Limit one order per customer; offer expires March 31. ≤grant@columbiagames.com>; ≤www.columbiagames.com>

⁹ Middle-earth: The Wizards (Iron Crown Enterprises, Charlottesville, VA): This

electronic game news

If you played Mag Force 7's Wing Commander card game or Origin's computer game series, save your money for the movie, being directed by Wing Commander creator Chris Roberts. A report in the showbiz newspaper *Lancey* claims that the cast includes Matthew Lallard, Freddie Prinze, Jr., Saffron Burrows, and Llise Neal as starship fighter pilots who uncover a conspiracy in their ranks.

After a rumous 1997, Acclaim Enter tamment turned a profit in the first quarter of fiscal 1998 (which in real people's time ended November 30, 1997). The publisher of the Magic: The Gathering *Battlemage* real-time strategy computer game carned \$8 million profit on rev enues of \$92.3 million in the quarter, largely due to the success of its Nintendo 64 games Turok: Dinosaur Hunter and NFL Quarterback Club '98. month brings the Against the Shadows Players Guide (80 pages, \$14), written by InQuest Editor Jeff Hannes. April will bring Hannes's White Hand Player's Guide. An active April will also see Steve Ahrenberg's Mordor Sites & Scenarios booklet and a "Booster Box" carrying case with 56 booster packs from the various ME:TW expansions. Each Booster Box also contains 18 new cards, including English versions of nine promo cards previously released in Germany. These 18 cards will be available separately in ways still undecided.

Two major releases will hit in May. The Balrog, an expansion of more than 100 cards sold in the White Hand format (12card boosters with two rares, \$3.25) will let you play the terrifying demon of Moria. The Balrog player wins by gaining marshaling points, and cards let the player achieve this by destroying various targets. Ahrenberg's Tolkien-related board game, Elrond's

A study by Computer Gaming World magazine finds that "casual gamers" make up S6 percent of the computer gaming customer base of 32 million households. The remaining 14 percent, termed "core gamers," buy 52 percent of the games an average of 24 games annually per core gamer. This accounts for \$810 million of total 1996 computer game sales of \$1.4 billion. "Although gamers are on their computers a hefty portion of the week," says the report, "they don't consider themselves loners, geeks, or nerds."

In that case, they probably won't be interested in the newest development from the land of the Tamagotchi, Japan. As shown at the Hong Kong Toys and Games Eair this winter, "virtual lovers" need frequent gifts (flowers and chocolate), love letters, and dates at a virtual karaoke bat. If you maintain your cyber relationship, you'll get a kiss and maybe marriage. But if you get distracted from the "love letter" button —by plaving computer games, for instance —your lover will the away. Who says games aren't educational?

Fractional interview of the product the annual solution as produced party with post-central

House, uses a fixed deck of cards similar to ME:TW cards, but with different backs. Players move around Rivendell, solving problems using their characters. <ice@ironcrown.com>; <www.ironcrown.com>

Shadowrun (FASA Corporation, Chicago): Underworld, the first expansion, should be out now (141 cards plus three promo cards, 15-card boosters, \$2.95). The basic game's second edition, Second Running, is also planned for March release. It rotates out 25-50 cards, mainly commons and Objectives, and replaces art on half a dozen others. New Objectives have the same themes as those they replace, so they fit easily in existing deck designs. Second Running also features three new promos in larger print runs than previous promo cards. One features Maria Mercurial, Fame-3 media goddess and star of an early Shadowrun roleplaying adventure, <fASAInfo@aol.com>; <www.fasa.com>

Star Trek CCG (Decipher, Norfolk, VA): In January Trek fans helped decide Decipher's 1998 publication schedule via a survey on its website. They voted on three choices for set size and publication dates of two planned products based on the third Trek series, *Deep Space 9*: the twoplayer standalone Launch System (\$25 for two fixed decks of about 130 new cards), and a different (possibly double-sized) DS9 booster-only expansion. Results appear here next issue.

Incidentally, the long dormant roleplay ing rights to all four Star Trek TV series recently went to Last Unicorn Games, designers of the **Dune** trading card game and the **Aria RPG**. Last Unicorn plans its first releases late this year.

Star Wars CCG (Decipher): The 165-card Jabba's Palace, covering the first third of *Return of the Jedi*, is planned for late spring. The next releases include a *Special Edition* set that draws from the new footage in last year's re-release of the movie trilogy, then two more sets finishing out the the trilogy, *Endor* and *Death Star II*. Decipher is also looking into creating cards based on the Star Wars novel line, in advance of the new movie's release in May 1999—whereupon all existing licensed Star Wars products go off the market. <(CGCustomerService@decipher.com>;

Tomb Raider II Deftly Showcases Its Heroine

Return to Lara Land

son 3D computer g probably know all about Tomb Raider of the Information Information Croft Le theorem and Lera contract and the marking white information and the information of the second contract of the Section of the second

real time and you have a JD over-the-shoulder view as you goode her through her daily rights of running, jumping, climbing, and shooting. Between the game's 18 levels (each of which can take several hours to complete) are an intrared sequences that advance the plot, which revolves around Lara's search for the mysterious Dagger of Xian.

Of course, no bees anticologistic day would be complete without plenty of traps to avoid, crited pats, swinging metal blades, rolling becades, collarsing none, and many more. Your turn is split events between equioning, fighting various curries (both minut and human), and obiing puzzles seems of uside require manual decturity, and others that require finding and using various objects. Comeptan is fast, the senser and minut

Tomb Raider II

ng is to start exploring. The original **Tomb** Kaider was a great game.

Imp. around, choose are things, and solve provider, and there was a wonderful



> by Robert Gutschera

sense of place to the different environments Lara passed through. As you traveled from South American ruins to abandoned mines to Atlantis, you felt that you and Lara were exploring truly different worlds. Tomb Raider II goes in slightly new and different directions and has plenty of additional features. First of all, the graphics are better. Lara herself is less geometrically improbable, although she still looks more like a male fantasy than a scholar-athlete. There are new weapons and gadgets (the motorboat and the snowmobile are particularly coolalas, still no motorcycle), Lara has some different acrobatic moves, and the enemies are smarter and more interesting. TRII is definitely harder than the original; even experienced Tomb Raider play-

ero will find plenty of challenges right from the sequel's first level. Players new to Tomb Raider may find things a limit micky until they at the on to the basics. I finally, the staryfine has better pacing that the original, which ended a bit too abruptly.

There are still some problems left over from the first Tomb Raider. Too many of the puzzles are of the "pull every lever and push every button you see" variety, and there are puzzles that are basically impossible to solve the first time through (but result in Lara's death if they aren't solved). There's less of that feeling of slowly building tension as you walk among the ruins, wondering II mething is going to leap out at you. Instead, the game is more a tion oriented, though still a long way from a pure combat game like Doon The environments are more modern than those in the original, and have more people in them. At first I found this a nice change of pace, but after a while I became nostalgic for the sense of stalking through ancient corridors where no one had trod for centuries. I would have enjoyed mere of a mix of ancient and modern, repetially in the earlier levels. And some of the custronments just go on for too long-the first level of the surface this is pretty cool, but by the fourth level I was wishing I was somewhere else.

Despite a few minor answhacks and a charge of annophere. Touch Raider II will be a lar of fun if you erjoyed the first Touch Raider and found yourself wanting to spend some tank with Lara Croft. And if someline you never played either version, go our right now and my oue!

Robert Gutschera works in the Wizards R& and a second state of the expression, "It's the to watch out for."

Eidos Interactive

SYSTEMS REQUIREMENTS

Windows 95, requires Direct X 5.0 (included), Pentium 90 MHz processor (133 MHz or greater recommended), 16 MB RAM required (32 MB recommended),

4x CD-ROM drive required, 100% Windows 95 compatible sound card required, all 100% Direct 3D compliant accelerator cards supported.

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Reload, Take Aim, and Hire Defiance Enters a Crowded Genre

he Avalon Hill game company was a pioneer in strategic board games and continues to be an industry leader. I spent many hours of my wasted childhood plaving its games (okay, even a bit of my wasted adulthood). Recently, Avalon Hill has also put out several strategy games for computers such as 1830, Third Reich, and the popular Over the Reich. Most of these have been above average. The latest offering, Defiance, comes from the new division of Avalon Hill, Visceral Games. This is definitely not the Avalon Hill with which I grew up.

The game centers on a weapons research facility on the planet Calchona. You belong to a "Corps of Planets" that is fighting against the Anterrans. The enemy has recently escalated the battle from impersonal space combat to hand-to-hand planetary battles. Fortunately, you just happen to be testing a new fighter ship the LAV6-Saber—when the evil monsters

Defiance

FORMAT

CD-ROM for Windows 95. Minimum System Requirements 90 MHz Pentium, 16 MB RAM, 2x CD-ROM drive,

30 MB HD space.

CONTACT Mark Hall (800) 999-3222 <www.avaiontall.com>



appear at your underground base to mix it up. (The moral: Don't build underground

bases, they always end up getting attacked by monsters.)

There are four levels of play, ranging from "Easy" to "Insane," and since I have the coordination of a drunken rhino, I tend to opt for the former. The first level starts out with a training mission in the Saber, shooting stationary targets and maneuvering through an obstacle course. Your ship doesn't actually fly, but rather hops on command and scoots along the ground. The mouse and keyboard controls are somewhat awkward-1 often found myself needing a third hand to operate them as configured. I tried reconfiguring the keys to make control one-handed, but my manual dexterity still gave me problems. The best bet is to play with a joystick.

Towards the end of the training mission, you receive a message that the base perimeter has been compromised. You're diverted to fight a flock of flying, bat-like creatures, and from that point on it's a big monster fight. As you advance to higher levels, which often requires solving simple puzzles, you fight tougher and tougher monsters. You also gain access to better weapons than the twin lasers you start with, such as a chaingun, fusion cannon, and various types of missiles.

One of the more annoying aspects of the game is the save feature. Normally, when I get a call from a gorgeous redhead or brunette asking me to come over right away (this happens all the time when you're a game designer), I like to be able to just punch a couple buttons and save the



tradin

game right there, whether I'm in the middle of a heavy firefight or wandering down empty corridors. In **Defiance**, you have to find one of the "save game" stations throughout the game, then bump the console with the Saber to open up the save menu. I know, I know—real gamers don't use save functions, they just start over from the beginning and get it right the next time. After being destroyed several times during this campaign, however, even the most confident will learn to go back to the save stations, despite the inconvenience.

by Mike Elliott

The sound effects are a little better than the standard fare. I always enjoy good death sounds and realistic explosions, and this game did not disappoint. The game also offers standard multiplayer deathmatch options, and plays over the Internet as well as a local area network. It may be a good diversion for players that are tired of **Doom, Duke Nukem, Quake, Descent, Dark Forces,** and so on (hmmm, is this a saturated genre?). **Defiance** is a mild change of pace. Other than a few sound and graphic improvements, though, the game plays very much like the competition.

When all is said and done, I found reasonable entertainment value in **Defiance**. But I have been beaten to death with this type of game recently, and even responding in kind with the fusion cannon didn't improve my disposition

Mike Fillest is one rol bot bunk of game designin love of least, that southat it says on the radies room wall

A New Hope for Star Trek

The state of the state of the

First Contact Rescues a TCG

ECIPHER REBUILDS ITS Star Trek TCG from the ground up with the eagerly awaited First Contact expansion. Based on the eighth Trek feature film, this 130-card set introduces the Borg affiliation and new versions of the familiar bridge crew and their ship, the Enterprise-E. Time Travel Vortexes transport our heroes (and villains) to 2063 Earth, where they might encounter Zefram first seem too powerful compared to Cochrane and the Phoenix. New dilemmas, events, and "hidden agendas" fix several one-sided gameplay situations, and players ing. Their outpost plays in the Delta are no longer limited to a 60-card deck. Battles at long last gain randomness, danger, and complexity. First Contact is literally swarp Network Gateway (a new doorway a whole new card game.

Star Trek CCG: First Contact

Decision Inc. Norfalt, 84

PHILIPPERT UR-cord expansion eff; Viceday or been the pack Ter ove players playing some (Bodd minutes

DESIGNER Becipiter Design Team ART DIRECTION Perfeiter Art feam

CONTACT **Lindali** (i 215 Granky Street Serfelk, VA 23516-1111 alana daripikan tina



"I am the collective." -The Borg Queen The Borg are the first new

affiliation in the game since its debut. Although the Borg may at

other affiliations, certain game mechanics prevent them from being overwhelm-Quadrant, currently inaccessible from the spaceline except by use of a Trancard). The outpost can "special download" (more on this later) one such doorway per game, but a total of three must be played to move a ship from the Delta Quadrant to the spaceline. This allows a quick non-Borg player to get going on mission attempts before the Borg can come over to spoil the party.

The Borg themselves are all genderless universal characters, with names like "Four of Eleven" and "Two of Eleven" (no relation). The notable exception is the almost-musthave Borg Queen, who is Universal "neither nor Unique." She carries all three of the Borg operation icons, although she can only use one at a time, and has other special bonuses. Borg ships are small and specialized (Scout Ships and Borg

Spheres) or supremely powerful (Borg Cubes). Fortunately for every

Innition 10

► by Cory Herndon

other affiliation, the Borg must make battle their objective in order to attack.

Objectives are a new card type-many allow the Borg to score points as well as attack other affiliations, and there are a couple of non-Borg objectives as well. The Borg do not attempt missions, nor do they acquire bonus points. Rather, they "scout" missions targeted by an objective such as Assimilate Planet. Many objectives may be played as hidden agendas. Cards with the hidden agenda icon may be placed face down on your side of the table (either played or seeded) and then popped to have an immediate effect on the game.

"We would cease to exist."

-James T. Kirk, "Metamorphosis" Of course, the Borg are most notorious for assimilation. Provided your opponent is not also playing Borg, you may choose to assimilate a counterpart. One of the Queen's former counterparts is a certain Enterprise captain with an Ahab complex who went by the name Locutus. The Borg score five points for each red dot on an assimilated counterpart, then send that counterpart over to assimilate his or her homeworld. When a homeworld is assimilated, no more characters from that homeworld may be put into play (not counting Alternate Universe-icon personnel). If your Borg Cube is destroyed before you can accomplish that objective, simply go back in time to 2063 Montana and Stop First Contact. Accomplished on Earth, this objective causes all humans (and the Federation) to cease to exist. Finally, if that fails, you can Build Interplexing Beacon to contact the Borg of the twenty-first century and have them come over to assimilate the big blue marble. None of these major objectives are simple, but each could win the game for the Borg.

Downloading is a new mechanic introduced in this set that promises to alter the Star Trek TCG for the better. Downloading is the act of searching through your draw deck, hand, Q's Tent, or Zalkonian Storage Capsule and finding cards that

you may immediately play as ordered by the download card (draw decks are then reshuffled and cut). This allows for more frequent draw-deck randomization and faster play. Download cards include Retask, Awaken, and Assign Mission Specialists, among others. *Special downloads* are allowed by a new icon on certain cards, and suspend play at any time to allow a download of a particular card, once per game.

"The line must be drawn here!" --Jean-Luc Picard

Of course, if the First Contact movie were all about Borg, it would have been a very short film. Fortunately, our heroes were not too far behind. First Contact has the Enterprise-E and the U.S.S. Bozeman (commanded by none other than Morgan Bateson, Frasier's Kelsey Grammar) with boosted weapons and shielding against the Borg, and the Federation may attack the Borg at will. The new bridge crew looks great, although they can't staff much but the big E (thanks to a special Enterprise staffing icon), so stock that ship in your Q's Tent.

Feds and non-Feds alike may take advantage of hidden agendas like The Line Must Be Drawn Here, an event that penalizes players who abuse Kevin Uxbridge, Amanda Rogers, and Q2. The catch is that this card has a countdown-a number indicating how many turns the effect of the event can last. Mirror Image, another "fixer" event, causes all Red Alert, Kivas Fajo-Collector, and The Traveler: Transcendence cards to affect both players for a limited time. By including these two cards, a newcomer to the game may realistically compete playing а First Contact-only deck.

"You're all astronauts--on some kind of star trek!" --Zefram Cochrane

Before the Romulans and Klingons declare war (again), it bears mentioning that new non-aligned cards from the twenty-first century boost the other affiliations in the game. Zefram Cochrane, whose *Phoenix* should only be flown if you plan to use its bonus points (it's far too weak to hold up in any battle), is a double-ENGINEER. Naturally, you'll want to pair him with Lily Sloane, who fulfills two staffing requirements on the *Phoenix*. Get them into warp and they can prevent the Borg Queen's plan to Stop First Contact. New non-aligned Vulcans finally folks with only one skill are your Mission Specialists, so dust off those old Ben Maxwells and Ensign Giustis. If a Mission Specialist then helps accomplish a mission, score five points! Other "fixes" include Scorched Hand (an Interrupt that penalizes a player holding too many cards—*a la* Monnok from Decipher's **Star Wars CCG**) and Regenerate (fully repair a Borg ship or shuffle your entire discard pile back into your draw deck—

this card could easily become as important as The Traveler).

The game designers seem to have learned a great deal from Star Wars, applying those lessons with renewed vigor to Star Trek. Nowhere is this more apparent than in battles. Personnel battles are now played out by randomly stacking all characters on each side, then drawing one at a time and matching them up. Depending on strength, the character with the higher power may stun or mortally wound an adversary, rotating

the injured character accordingly. After this phase of battle, power totals are matched as before, and one character on the losing side, if any remain, is selected to die. Mortally wounded characters, of course, also die. Stunned characters don't add their power to the final total, but recover after battle. These clever new rules simply and effectively make fighting fun again in the **Star Trek** universe.

The Star Trek TCG has a shining future ahead of it—and while this new expansion addresses many of the earlier problems with the game, there is still plenty of room for growth (hopefully, ship battles will receive revisions similar to personnel battles in a future expansion). With *Deep Space Nine* on the horizon and no end to the Trek feature films in sight, this game should continue to surprise, entertain, and grow for many years to come.

Cory Herndon assimilates Cheezy Poofs and Snacky Cakes like a Borg sailor on Ferengi shore leave. Resistance is futile.



First Contact is literally a whole new card game.

grant non-Feds some Mindmelding ability. The Vulcan Lander allows you to put characters on a planet without transporters (by necessity—it doesn't have any) and also allows players to get around transporter-related blocks, such as Atmospheric Disturbance.

Many noteworthy new dilemmas appear in *First Contact*. Theta Band Radiation is a deadly Planet/Space dilemma that requires six ENGINEERS to cure. Lack of Preparation addresses the practice of "red-shirting" by throwing up a door if you attempt the mission without the skills to accomplish it. Balancing Act deals out a harsh penalty for playing an uneven ratio of planet to space missions, forcing players who go all-planet or allspace to level things out.

Decipher deserves kudos for one card in particular: Assign Mission Specialists. This objective, which may be seeded and then used once at any time during the game, downloads two different "Mission Specialists" to your outpost. Those poor



Call Standard

CARD FIRST CONTACT LIST Card Type Rarity : Card Name Card Type Rarity : Card Name

Card Name Card Type Rarity A Change of Plans Interrupt Abandon Mission Event Activate Subcommands Lets ć Adapt: Modulate Shields listing of . Adapt: Negate Obstruction ¢ Interrupt Admiral Hayes Personnel Alas, Poor Queen Interrupt Alyssa Ogawa Personnel Android Headlock a start 8 Antique Machine Gun 2-10-1 Assign Mission Specialists Objective c u 🔲 Assimilate Counterpart Therefore Assimilate Homeworld Objective Assimilate Planet c Objective Assimilate Starship Objective M Assimilate This! Perint Int Assimilation Table N. Equipment Assimilation Tubules Interrupt £. Awaken Laureri Balancing Act . Beverly Crusher Blended U Borg Cube 1 Borg Kiss Interrupt Borg Neuroprocessor Interrupt Borg Outpost Outpost 🖬 Borg Queen Personnel Borg Scout Vessel Ship 1 decession Borg Servo Borg Sphere Ship Build Interplexing Beacon Objective 🗖 Data Personnel Deactivation Interrupt Dead End Determine 📑 Deanna Troi Personnel × Disengage Safety Protocols U Event 🗖 Don't Call Me Ahab U Dilemma Dr. Royse Personnel E.M.H. Program Frances Eight of Nineteen Innoral Eighteen of Nineteen Personal Eleven of Nineteen Personnel

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	Sense the Borg	Interrupt	U
	Sevek	Personnel	U
		interrupt .	R
	Shot in the Back	Dilemma	C
•	Six of Eleven	Personnel	C
•	Six of Seventeen	Personnel	C
*	Sixteen of Nineteen	Personnel	с
	Solkar	Personnel	R
*	Starfleet Type III Phaser Rifle	Equipment	U
:	Stop First Contact		R
	Strict Dress Code	Dilemma	R
•		Personnel	J
• •	Temporal Vortex	Doorway	U
	Temporal Wake	Interrupt	8
•	Ten of Nineteen	Personnel	C
•	The Line Must Be Drawn Here	(and	C
•	Theta-Radiation Poisoning	Dilemma	R
•	Thirteen of Nineteen	Personnel	c
:	Thomas McClure		U
•	Three of Nineteen	Personnel	C
	Three-Dimensional Thinking	Interrupt	R
	Tommygun	Equipment	U
*	Transwarp Network Gateway	Doorway	C
:	Two of Eleven	Personnel	C
•	Two of Nineteen	Personnel	с
	Two of Seventeen	Personnel	С
*	U.S.S. Bozeman	Ship	Ū
••••	U.S.S. Enterprise-E	Ship	R
•	Undetected Beam-In	Dilemma	R
•	Visit Cochrane Memorial	Objective	R
••••	Vulcan Lander	Ship	
	Wail of Ships	Event	R
•	Weak Spot	Interrupt	R
	William T. Riker	Personnel	R
		Personnel	R
•	Zefram Cochrane	Personnel	R
5	Zefram Cochrane's Telescope	Artifact	R
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UDVICT-1

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📰 Espionage Mission



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Age of Empires HOWI Learned to Love the Nuke Trooper

COMPENSION

eople have made plenty of jokes at Microsoft's expense over the years. When a Microsoft game crashes while running on the Microsoft Windows operating system, you have to giggle and say "that software must be incompatible with Windows." Then you smash your PC. Age of Empires represents Microsoft's first venture into the real-time strategy game market, and, even if it isn't always compatible with Windows, it's well worth your money.

Age of Empires (AoE) has some serious mojo working. At the office we've been calling it "CivCraft," as it encompasses some interesting elements seen in both Civilization (MicroProse) and Warcraft II (Blizzard). In AoE, you represent the eternal ruler of a budding civilization. It is your job to reach the pinnacle of human advancement by constantly upgrading your civilization, researching various advancements, and improving your units' abilities. Bolder and broader endeavors make for more complex advancements. Your own civilization could potentially make the Roman Empire look like an overgrown renaissance fair.

Age of Empires

MinupleExamil: Savin

EVENTER AND QUITER HEAR TS Mindows 75: Postant 19 processo er faster, 14 MB RMC 88 MB land dick space, 28 CD-80M deter modern Tar Internet gity

CONTACT

www.hitspice.com/

> by Shawn F. Carnes



AoE has an interface similar to Warcraft II, with some notable exceptions. First, AoE allows for the construction of a "Wonder" that grants you victory if it stands for 2,000 years of game time—a neat way to end a game that's taking too long. AoE provides timed games that conveniently list real-time and game-time equivalents. AoE also allows players to win by controlling all ruins and/or artifacts, so you don't need the biggest, baddest army in the world to dominate...you just need to play some focused "capture the flag."

Unlike most real-time strategy games in which there are only two or three factions, AoE offers a whole slew of races to choose from, each with their own unique advantages and disadvantages. For example, the Yamato tribe cavalry look like Babylonian cavalry, but they are functionally different: the Yamato calvary can improve their statistics as the game progresses while the

Microsoft Babylonians cannot. One very annoying (and aesthetically distracting) aspect of the game is the Priest unit. Priests are specialty units that cannot attack other units directly, but convert them instead. The Priests can switch an invading force in your territory suddenly

into your invading force. Also, more advanced Priests can even convert buildings—yes, buildings—which allows you to stop your opponents' progress before it starts. Priests really slow down the game, mainly because you need Priests of your own to re-convert forces converted by your enemy. You may not wish to use them.

Also, the balance between the races could have used some more tuning. Admittedly, there are many subtle differences between the races that are hard to catch, but others really stand out. The Persians, for example, are the only race in the game that give you an inherent disadvantage (a 30 percent farm production penalty). They suffer unit restrictions similar to other races, so I don't understand why they take such a big hit on something as important as farming. Okay, maybe the real Persians weren't such hot farmers, but that limitation certainly makes me shy away from playing them.

Like other multiplayer games, players can play simultaneously with or against one another. A unique feature in AoE's multiplayer format allows two players to control the same civilization. One player can focus on many of the micro-management aspects of the civilization (of which they are plenty) while the other player handles the military. This is really stinkin' cool. It can create some confusion, however, as you lambaste villagers for not doing what you told them to, and then discover that your teammate had ordered them to do something else. It is not a foolproof function, but it it is a booty-kickin' twist that marks a definite advancement in multiplayer fun.

Age of Empires has made me take notice of Microsoft's work in the computer gaming arena. AoE is by far the best game Microsoft has ever released, and it's going to become a classic. Is it as good as the granddaddy of them all, Warcraft II? It's more equitable to look at AoE as a unique "CivCraft" game. It's a great package unto itself, and one you should investigate.

Shawn Carnes has an extraordinarily giving nature: attitude, grief, back talk...he frequently gives us his all.YARMOOR [YELLOW] DEFEATS FLATLINER [BLACK] IN A SANCTIONED MATCH ON SOLARIS...



Stone -GrpW-> -----: Where did DW's Banches go?

JT Chance «GrpW-> -----: It shredded my gyrol

I'm out! DEAD!

HELLET

Stone -SrpW-> ----- I'm gonno need help

-who's him?

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Ar-sen-all Ar-sen-all

BattleTech's New Alternate Modes of Transport (and Mayhem)

BY ROBERT GUTSCHERA

he bartlefield in the 31st certain in till oiled by BartleMechs and their pilots, but, one who has played the BartleTech board game heplaying gam knows there are other contributors to be chosen dictinge of postmodet market. Among the constants, belicopters, and

other military vehicles ploted by the Inner Sphare, and the suits of powered battle amore worn by the gizert Chai warriors know as "ritmental." Until now, vehicles and elementals have been represented in only infer takes can be such as Horertaule Detachment and Elemental Point. With the *distributive* sets or weaks here and kalf-a-down new elementals and battle armormin (the Inner Sphere equivalent of elementals) upper. With the release of *drawal* the BattleTech trading card game will change for versus these new units are unleashed. There will be a list of new 'Meebo, minimum, and pilots, and nown other cards that mill change the game's environment. And players will be also to explore both idea in the conflict with the interseduction of Claim trials and linner Sphere (games).

The vehicles in Journal range in size from the 20-ion Warrier (1-8 Amark Helicopter to the 100-ton Bahamoth Heavy Tark, h) game terms, vehicles function much like 'Machs, but with on important difference whenever they take damage, there is a one usely change they will be completely destroyed due to their greater valuerability to critical bits. So only would anyone wart to play with them? Well, for starters, a vehicle will usually have better static annual, and statement values than a 'Meek of the same cost, and vehicles have configurations that you just won't see on any 'Mech. Take a look at the SRM Carrier that has an armor and structure of only 1 ch, but has an attack value of 9! Vehicles like the SRM Carrier won't survive close combat, but if you can keep them away from enemy 'Mechs and pound your opponent's Stockpile, you can rack up huge amounts of damage in a big hurry. And a lot of vehicles have useful special abilities, such as the VTOL (Vertical Take-Off and Landing) ability possessed by helicopters and gunships, which prevents them from being blocked by patrolling 'Mechs or vehicles without VTOL.

Char phone isouida's despite it the thought of all this Inner Sphere frequences though. The Clans will also get new elem and units in Argent that represent ecomous.

genetically engineered Clan warriors in groups of five, each wearing powered battle armor. These units don't generally pack as much punch as a 'Mech, but their low cost means a Clan player can get them out early and attack with them often, swarming before the other player has a chance to recover.

In addition to constant Clin players will get to by one new strategies with the introduction of the Clan Trial cards. Trial by combat is fundamental to the Clan way of life, and Clin techsion on officiate for by including curd Trial of Possession, which allows you to gain control of any one of your opponent's Clan cards, or Trial of Bloodright, which allows you to search your Stockpile for and immediately activate any pilot—without paying that pilot's cost!

Inner Sphere traditions are reflected in Arsenal with the new Legacy cards. Those familiar with the BattleTech universe will know the important individuals who lived before the period represented in the card game—people like Janos Marik and Maxnilis Interformed and the BattleTech TCG designers unted to put the period genomerous ands, but were stymied by the fact the they were well dead. Buserens o, their influence on the House refl. Interformer lives on: Janos Marik's Legacy makes in Mechanical Tess to construct, and Maximillian Liao's Legacy along the traditional trade Subterfuge cards at no cost. Each of the firm of the construct and sociated with it, and each of these legacies has powerful effect on the same

In addition to the big there's such as vehicles, eleverals, trials, and legacier, there will be new Mission cards like Strength of the Beau, a Ghost Beau and that doubles the armor value of all your 'Muchanese pilots like the O'Barnen sisters if you play one of these twin gilats, the other one will juin you for free, and new Termin cards like Desert Watedard, a very bad place to overheat. And of course there are new 'Mechs, including the end of anticipated with and Grizzy, and the Chin Statistics of the end of the course of the end of the

Production are dangeneral, but here are some things to work for once dimensions. Players will experiment with Inner Sphere vehicle decks, using the smaller and quicker vehicles for a free system, emphasizing high attacks through includes or special vehicle abilities like VTOL. With the new elementals, Clan system decks will also be possible, backed up by small quick Muchs like the Dasher or by incapensive date Class Maybre like the Urbanmech IIC for less speed but more punch. Players may rule a back at Houser and Class they had been ignoving at they rule a back at Houser and Class they had been ignoving at they rule a back at Houser and Class they had been ignoving at they rule a back at Houser and Class they had been ignoving at they rule a back at Houser and Class they had been ignoving at they

may change with the advent of Resources like Weapons Depot, which provides both Logistics and Search his or her Stockpile for any Resource card. Decks based around larger 'Mechs should become more viable as players experiment with cards that help them put several construction counters on a card at one time, such as Advanced Manufacturing Techniques, Resource Broker, and Diamond Will's. Dia-

mond Will's has a one-in-six chance of being shut down by the cops every time you use it, but there's also a one-in-six chance you'll be able to construct any 'Mech you want for free!

So Arsenal has a lot to offer both the Clan and the Inner Sphere. Players will find plenty of cards they'll want to add to existing decks, but the savvy MechWarrior will be trying out completely new decks in an effort to dominate the post-Arsenal environment. With vehicles and elementals, trials and legacies, the battlefield will become a very different place for mayhem.

Robert Gutschera commutes to work in a '69 Volkswagen with VTOL and guided-missile capabilities.

Arsenal Credits

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Who Needs 'Mechs?

Vehicles (27) 4 Saladin Assault Hover Tank 3 Burke Heavy Tank 3 Galleon-3058 Light Tank 3 Cavalry Attack Helicopter 4 Lightning Light Hover Tank 4 Schrek PPC Carrier 3 Demolisher Heavy Tank

3 Behemoth Heavy Tank



Resources (19)

- 6 Support: Logistics
- 4 Support: Munitions
- **5 Support: Tactics**
- **3 Weapons Depot**
- 1 Vehicle Repair Barn

'Mechs (5)

2 Cyclops CP10-Z 2 Gallowglas GAL-1GLS 1 Awesome AWS-8Q

Support Cards (9)

2 Hidden Reserves 1 Defensive Embankment 1 Keith Smith 2 Front-Loaded Supply Lines 1 Final Push 2 Ramming Speed!

The deck name isn't entirely accurate, as the deck does contain five beefy 'Mechs so that you'll have at least a few units that won't blow up on a bad roll. But the core of this deck is definitely inexpensive vehicles you can get out quickly. They generally have high attack values (big damage) or VTOL (hard to block), or they can be constructed without using a deployment. There are two Hidden Reserves to help fill your hand back up after you've used the free-deploy vehicles or played Mission cards.

Notice that the deck doesn't use Assembly—just Logistics, Munitions, and Tactics. There are three Weapons Depots (the Resource that gives both L and M) to help you make sure you have the assets you need. You might want to try other Resource cards to get the right mix (such as Think Tank from the base set, ComStar Support from *Mercenaries*, or War Funds from *Arsenal*).

The deck is technically a Davion deck, but except for Keith Smith and the Behemoth Heavy Tank, all the cards can go in any Inner Sphere deck. So with small changes, you can modify this deck for your favorite House.

When you play this deck, attack early and often and try to overwhelm your opponent. Try to avoid getting into a stalemate. Remember that if you keep attacking your opponent, he or she will be forced to either take a lot of damage or to block and lose 'Mechs, and you probably have more vehicles than your opponent has 'Mechs. If you do get into a stalemate, you may be able to delay a bit and then play Final Push for the finishing blow, especially if you've done a lot of early damage. —R.G.

Card T

ITY :

CARD TITLE

	. Card	A second second	
			KEYWORDS
-	1.	Advanced Manufacturing	Command •
-		Techniques	Demonster
		Airdropped Supplies	Command
		Bandersnatch	'Mech • Inne Battle Armo
		Battle Armor Squad Behemoth (Flamer Variant)	Vehicle • Ini
		Berserk Elemental Point	Battle Armoi
			'Mech • Om
		Black Hawk S Black Lanner A	'Mech • Om
		Blitzkrieg Elemental Point	Battle Armo
		Buildog	Vehicle • In
		Buildog (AC/2 Variant)	Vehicle • In
		Buildog (LRM Variant)	Vehicle • In
3		Burke	Vehicle • In
		Carpet Bombing	Wission
		Castle Defense	Mission • In
5		Cauldron-Born Prime	'Mech • Om
, ,		Cavalry	Vehicle • In
)		Chameleon	'Mech • Inn
2		Chaos March Veteran	Command •
1		Combat Drop	Command
		Command Circuit	Command
7		Coordinator Theodore	Command •
		Kunta	• Kurita
]	23	Covert Elemental Point	Battle Armo
1		Cyrano	Vehicle • In
1		Daishi S	'Mech • Om
1		Dan Allard	Command •
		DOI: PRIMIN	• Inner Sphe
7	27.	Defensive Embankment	Command •
1		Demolisher	Vehicle • In
		Demon	Vehicle • Im
		Desert Wasteland	Command •
-		Diamond Will's	Command •
		Doc Trevena	Command •
			• Steiner
	33.	Elizabeth O'Bannon	Command •
	34.	Enhanced IR Sensors	Command •
1	35.	Ferro-Fibrous Upgrade	Command •
		Final Push	Mission • In
	37.	Fire Falcon A	'Mech • Om
		Fire Falcon C	'Mech • Om
	39.	Fire Falcon Prime	'Mech • Om
	40.	Fire from Cover	Mission
	41.	Front-Loaded Supply Lines	Mission
	42.	Galleon-3058	Vehicle • In
	43.	Grendel D	'Mech • Om
	44.	Grizzly	'Mech • Cla
	45.	Hanse Davion's Legacy	Command •
			• Inner Sph
	46.	Holovid Frameup	Command •
			• Liao • Ste
	47.	Hot-Loaded LRMs	Command •
	48.	J. Edgar (MG Variant)	Vehicle • In
	49.	Jade Monkey	Command •
	50.	Janos Marik's Legacy	Command •
			• Inner Sph
	51.	Jerrard Cranston	Command •
			• Davion
		Jump Troops	Command •
	53.	Katrina Steiner's Legacy	Command •
			• Inner Sph
	54.	Keith Smith	Command •
			Davion •
	55.	Kodiak	'Mech • Cla

er Sphere or • Inner Sphere ner Sphere • Davion • Steiner Christina Wald r • Clan nni • Clan nni • Clan • Jade Falcon r • Clan ner Sphere aner Sphere nner Sphere nner Sphere nner Sphere nni • Clan ner Sphere er Sphere Inner Sphere • Liao • Marik Unique • Inner Sphere or • Clan ner Sphere nni • Clan • Smoke Jaguar • Unique • Mercenary ere • Enhancement • Terrain ner Sphere ner Sphere Enhancement • Terrain Resource Unique • Inner Sphere Unique • Inner Sphere Enhancement Enhancement ner Sphere nni • Clan • Jade Falcon nni • Clan • Jade Falcon nni • Ctan ner Sphere nni • Clan • Smoke Jaguar an • Ghost Bear • Unique • Legacy here • Davion Subterfuge • Inner Sphere einer Enhancement • Inner Sphere Charles Gillespie ner Sphere Enhancement • Inner Sphere Unique • Legacy ere • Marik • Unique • Inner Sphere Inner Sphere • Unique • Legacy ere • Steiner Unique • Inner Sphere St. Ives Mech • Clan • Ghost Bear

Resource

Kevin McCann

Colin MacNeil Kelly D. Krantz **Mike Raabe** Thomas M. Baxa **Clint Langley** Sam Wood Tom Kyffin Tom Wänerstrand Tom Wänerstrand Tom Wänerstrand Mike Raabe Franz Vobwinkel **David Seeley** Patrick Beel **David Seelev** Kevin McCann **David Seelev Clint Langley** Doug Chaffee Zina Saunders Kevin McCann Simon Harrison **Joel Biske** D. A. Gregory Tom Kyffin Tom Kyffin Chippy Hannibal King D. A. Gregory **Tony Roberts** Sam Wood

Christina Wald Janet Aulisin Hannibal King Franz Vohwinkel Franz Vohwinkel Franz Vohwinkel **Clint Langley** Simon Gurr Kevin McCann Andrew J. Hepworth C **David Seeley Zina Saunders** Liz Danforth **Charles Gillespie** Janine Johnston Janine Johnston **Janet Hamlin** Jock Liz Danforth

Douglas Shuler

Sam Wood

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Į	U			66.	Nightshade
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				75.	Puma
1	U	:		76.	Ramming Speed!
	R				Resource Broker
1	U			78.	Saladin
1	R			79	Schrek
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					Secret Buildup
1	U			81.	Shadow Cat A
	C				
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	U			82.	Shadow Cat B
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	R			92	Skirmisher
				03.	
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1	R			88.	Steel Talons
	U			89.	-
1	C			90.	Suicide Troops
1	C				
					The second second
	C			91.	Takashi Kurita's Le
1	U				
	C		-	02	Tanya O'Bannon
1	C			93.	
1	R			94.	Tormano Liao
J	R			95.	Trial of Bloodright
					Trial of Grievance
ľ	U	-		97.	Trial of Position
1	C			98.	Trial of Possession
	R		0	99.	Trial of Refusal
J	R			100.	Uller S
				101.	Unlikely Love Affair
	R				Vehicle Repair Barn
				103.	War Funds
	C			104.	
	R	-			Weapons Depot
		-		106.	Yellow Jacket
	R	-			Zephyr
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	KETWUNDS	A01631 0.40	
	Vehicle • Inner Sphere	Jock	R
	'Mech • Omni • Clan • Wolf	Kevin McCann	C
	'Mech • Omni • Clan • Jade Falcon	Hannibal King	R
	'Mech • Omni • Clan • Wolf	Hannibal King	U
	Vehicle • Inner Sphere	David Seeley	R
	Command • Unique • Legacy	Janet Aulisio	R
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	Command • Subterfuge • Inner Sphere	John Matson	R
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	Command • Clan • Wolf	William Simpson	U
	Mistion	Tony Roberts	U
	'Mech • Omni • Clan • Jade Falcon	Colin MacNeil	C
	Smoke Jaguar		
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	Vehicle • Inner Sphere	Mark Poole	R
	Vehicle • Inner Sphere	Mark Poole	C
	Vehicle • Inner Sphere	Simon Gurr	U
	'Mech	Doug Chaffee	R
	Vehicle • ComStar • Inner Sphere	Doug Chaffee	U
	'Mech • Omni • Clan • Wolf	Mark Tedin	U
	Command • Unique • ComStar	David A. Roach	R
	Inner Sphere		
	Vehicle • Inner Sphere	Audrey Corman	R
	Mission	Franz Vohwinkel	U
	Command • Resource	Jock	U
	Vehicle • Inner Sphere	Thomas Milliorn	C
	Vehicle • Inner Sphere	Thomas Milliom	C
	Command • inner Sphere • St. Ives	Chippy	U
	'Mech • Omni • Clan • Smoke Jaguar	Ted Naifeh	C
	Steel Viper		
	'Mech • Omni • Clan • Smoke Jaguar	Ted Naifeh	R
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	Battle Armor • Clan	Sam Wood	U
	Battle Armor • Inner Sphere • Davion	Simon Harrison	ŧ
	• Steiner		
	'Mech • Inner Sphere	Pete Venters	C
		Paolo Parente	C
	'Mech • Inner Sphere		
	Vehicle • Inner Sphere	Colin MacNeil	U
	Mission • Clan • Jade Falcon	Doug Chaffee	R
	Mission • Clan • Ghost Bear	R. Asplund-Faith	C
	Command • Enhancement	Thomas M. Baxa	U
	Inner Sphere Kurita Liao		
cy	Command • Unique • Legacy	Zina Saunders	R
-	• Inner Sphere • Kurita		
	Command • Unique • Inner Sphere	Sam Wood	R
	'Mech • Omni • Clan • Jade Falcon	Paolo Parente	R
		Jock	R
	Command • Unique • Inner Sphere	JUCK	n
	St. Ives Steiner		_
	Command • Clan	Christina Wald	R
	Command • Clan	Joel Biske	C
	Command • Clan	Janet Hamlin	U
	Command • Clan	Douglas Shuler	U
	Command • Clan	William Simpson	R
	'Mech • Omni • Clan • Jade Falcon	Sam Wood	U
	Command	Liz Danforth	R
	Command • Resource • Inner Sphere	John Matson	C
		Colin MacNeil	C
	Command • Resource		
	Vehicle • Inner Sphere • Davion • Steiner		C
	Command • Resource	Kelly D. Krantz	C
	Vehicle • Inner Sphere • Davion • Steiner	Kevin McCann	C
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	Command • Subterfuge • Inner Sphere	William Simpson	U
	• Liao		

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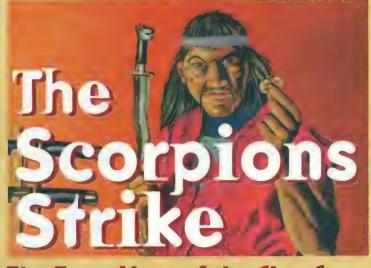
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ND PRIX



IVE RINGS ROUND-UP

O by Wolfgang Baur



The Front Lines of the Clan Coup

et's take a peek at the Scorpions before they fell from grace, in the days when their clan champion was alive and their ancestral sword was unbroken, when they made their play to take the throne....

The Scorpion Clan Coup (SCC) expansion for the Legend of the Five Rings TCG arrived in three installments, called Scroll 1, 2, and 3. Each scroll includes about 50 cards, for a total of 151 cards, plus two new Stronghold cards. Because each Destiny pack contains eight commons and three uncommons, it's a remarkably easy set to collect; one starter and about nine or ten boosters worth of each Scroll are enough to finish your set. There are plenty of worthwhile cards in SCC to discuss, but let's look at some of the big trends first.

Clan Affiliates

The number of clan-specific cards just took a big jump. These cards come in two categories: clan-hosing events and clan goodies. The hosers destroy broad strategies that particular clans depend on. The Fair Voice of Lies destroys most Crane and Scorpion decks' chances; The Temples of Shinsei nails Junzo and Shadowlands decks; and First Scroll is Opened is tough on Phoenix and brutal to Dragon and Naga. In many ways, the events accomplish what the various "Doom of..." cards attempted. The sheet number of these events will make Avoid Fates and Seers even more valuable mainstays of any deck that seeks to avoid being clobbered by the turn of a single event.

The clan goodies include items, followers, and spells that can only be attached to personalities of a certain great clan. The various Lieutenants—each of whom later rises to become a great clan samurai—serve specific clans (Morito for Unicorn, Diani for Dragon, Uji for Crane, and more). Of the 11 spells in the set, only three are available to any shugenja; the others may only be attached to shugenja of a specific clan. A few cards like these have always existed, such as the monk items and the House Guards, but SCC has brought on a new wave, giving each clan access to a few special abilities denied to everyone else.

New Victory Condition

The new SCC victory condition represents Scorpion control of the imperial capital and the death of the emperor—the very definition of a successful coup. Achieving it requires combining the four walls of Otosan Uchi—South and East from *Scroll 1*, North and West from *Scroll 2*—with the 38th Hantei Falls event.

Who does this path to victory favor? The answer is perhaps surprising; it's not the Scorpions, rather the splinter Crab of the Kaiu Stronghold. Their Stronghold's ability doesn't help pay for the walls, but it does provide a great foothold for any fortification deck. In addition, it's a natural for a defensive fortification deck that turtles up well and can win by honor (if all the Walls don't show up before the event). Also, the Crab ancestor and the Architects of the Wall are tailor-made for fortifications, and the new Through the Waterways and Kaiu Castle cards let you search your Fate deck for Walls to add to your hand. The coup victory is more viable than you might think, and is certainly more viable than an Enlightenment victory.

The Shadow Stronghold

In the *Time of the Void* expansion, the Scorpion clan got a helpful boost from Corrupted Geisha House, I Believed in You, and the experienced Goshiu. Now SCC has further improved the Scorpion clan's fortunes. In fact, there are so many good options for Scorpion clan players that it has become hard to choose. The Scorpion clan has dozens of valuable new cards in SCC, making them viable as duelists and slanderers, or even military specialists. The ninjas—close personal friends of the Scorpions—have gotten an infusion of new blood as well, and are ready to help their great clan friends on the sly. In fact, with good followers like Soshi Ujomi and two new ninja personalities, several all-ninja decks can be constructed.

Let's consider the new Shadow Fortress of the Scorpion. It produces more gold and a lower province strength than the old Scorpion Stronghold, enables you to win an honor victory, and lets you look at your opponent's Fate hand. This prompts a number of worthwhile combinations, such as playing the Stronghold with The Obsidian Mirror. The Mirror lets you bow the personality to name a card; if your opponent has that card in his or her Fate hand, it must be discarded. Leave it to those sneaky Scorpions to cheat at the guessing game.

Several Scorpion personalities stand out, including the inexperienced Kachiko, Bayushi Yokuan, Shosuro Ikawa, and the (still-living) clan champion, Bayushi Shoju. The inexperienced Kachiko combines very well with that trusty Scorpion standby, Force of Will. Bayushi Shoju is expensive but allows you to switch Fate hands with your opponent. The

dueler Bayushi Yokuan works well with Matsu Hiroru as follows: Yokuan challenges a personality to a duel; if the duel is refused, the personality is bowed, which means it can no longer refuse a duel with Matsu Hiroru.

Shosuro Ikawa prevents bad luck with Regions by switching Dynasty cards between two provinces. That is, Ikawa guarantees that your holdings always come up on the Crossroads, and that you can neatly stack one of each fortification in each province. In addition, Ikawa denies your opponent Regions and Fortifications.

Notable Cards

With the release of *Scroll 3* on February 6, the *Scorpion Clan Coup* expansion is complete, and it's already clear that few SCC cards are destined for the back of the binder. It's not just a set for Scorpion and Lion players: Junzo gains another fine goblin shugenja, Unicorn gains a solid new cavalry samurai, and

Phoenix and Brotherhood decks gain several new

kiho actions. Dueling decks have also been greatly strengthened, with Crane, Lion, and Scorpion all picking up new duelists and related action cards. Conspicuous by their absence are any worthwhile Dragon dueling personalities, and the lack of any cheap Dragon personalities at all.

There's something for everyone in this set, and *Scroll 3* is on the shelves. Let's look at the most powerful and entertaining cards of *Scrolls 1* and 2.

From Scroll 1

The Secret Entrance: This beauty makes it easy to slip past an honor-runner's guard. Its only problem is its high cost of four gold—reasonable when you consider its power. In many attack decks, The Secret Entrance almost ensures a second-turn province kill. Yes, you must bow your Stronghold to pay for it, but there's little your target can do to stop you.

Garrison: Garrison provides built-in insurance against The Secret Entrance. Honor-runners can use Garrison to use defensive cards when they don't have a personality at a battle. It lets you play Block Supply Lines, Entrapping Terrain, Encircled Terrain, and many others without committing a unit to the battle. It helps no-personality decks for the same reason. Lions Attack the Crane: This extremely flexible card works in several deck types. In any attack deck—such as Lion or Junzo this card combines well with Rallying Cry to give you two attacks rather than just one. Lions Attack the Crane forces opponents to attack you or dishonor their personalities. If opponents don't attack, they lose honor and you can destroy their personalities with Test of Honor or Force of Will. If they do attack, the attack results don't matter—you'll have the advantage during your regular attack because their personalities will be bowed.

Honorable Mentions: Political Distraction, Hantei the 38th, Soshi Taoshi, and Toturi is Drugged.

From Scroll 2

Scroll 2 could have been called the "Scroll of Yoritomo," as it has two important goodies for the Mantis Clan and its friends. Let's look at what got the Yoritomo's Alliance (YA) players drooling into their decks.

Trading Port: For anyone running the Port's money engine, this card fits neatly into several interlocking combinations with Pearl Divers, Takuni, and Daikua. Because Trading Ports count as ports, they can increase Pearl Diver gold production to ten,

and allow Takuni to reach 9 Force. Daikua (the scout who grants a Sneak Attack every time he attacks) requires a port, so Trading Port makes him easier to use. Against an attacker with a Port or Sailor in play, Daikua permits two actions before the attacker takes his first.

Hasegawa: A Mantis samurai that can be brought out with just the Stronghold for two personal honor is always welcome. He also has no honor requirement, making him valuable when recovering from a Breach, for example, or when you've used Yoritomo's "trade honor for gold" ability just a little too often.

Defenders of the Realm: Are you irritated by the speed and brute force of L5R's province-nuking events? Well, the metagame value of Desperate Measures, Evil Feeds Upon Itself, and The Return of Fu Leng—the classic province-nukers for attack decks—has just declined thanks to this new reaction card, which prevents a province from being destroyed by an event. Amusingly enough, it also shields Yogo Junzo from Evil Feeds Upon Itself.

Honorable Mentions: Dragon Pearl, The Ruby of Iuchiban, Face of My Enemy, and Fair Voice of Lies.

The Coup Conclusion

We already know that the Scorpions' coup attempt failed, but playing in the days before the clan's fall is plenty of fun, regardless of the story results. Grab the *Scrolls* while you can; their print runs were small and the strength of the set has already won it many converts. You may curse the Scorpions, or you may align yourself with them—but you can't ignore them.

Wolfgang Baur never turns down a game, never misses Gen Con, and never eats his Wheaties.

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by Mark Rosewaler

DALE (BLACK/BLUE/WHITE)

MAGIC

Better Off Dead

Stronghold game. Dale. You and he are playing an all-Stronghold game. Dale has gotten a big jump on you with five fliers. Your Constant Mists has kept you alive, but has used up most of your land. This turn you drew Revenant and realized that victory was at hand. It is the start of your main phase. Defeat Dale without losing as well.

DIFFICULTY MEDIUM



Cloud Spirit 3/1



Island (4)

CARD HIGHLIGHTS

Constant Mists

Buyback—Sacrifice a land (You may sacrifice a land in addition to any other costs when you

play this spell. If you do, put Constant Mists into your hand instead of your graveyard as part of the spell's effect.) Creatures deal no combat damage this turn.



1 9



Intruder Alarm

Creatures do not untap during their controller's untap phases. Whenever any creature comes into play, untap all creatures.



Spike Breeder 3 • Spike Breeder comes into play with three +1/+1 counters on it. 2, remove a +1/+1 counter from

19

Spike Breeder: Put a +1/+1 counter on target creature.

Remove a +1/+1 counter from Spike Breeder:
 Put a Spike token into play. Treat this token as a 1/1 green creature.

Wall of Souls

(Walls cannot attack.) Whenever Wall of Souls is dealt combat damage, it deals an equal amount of damage to target opponent.



6 LIFE REMAINING



Skyshroud Falcon 1/1



Spirit en-Kor 2/2





Warrior Angel (2) 3/4





Wall of Souls 0/4



Swamp (4)

YOU (BLACK/BLUE/GREEN)



Intruder Alarm



Volrath's Shapeshifter 0/1

YOUR HAND



Stronghold Assasin 2/1



Heartstone



Skyshroud Archer 1/1

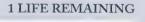
Revenant */*



Island (2)



Spike Breeder 3/3 (3 +1/+1 counters)





Forest (2)



Skyshroud Troopers 3/3

YOU HAVE NO CREATURES IN YOUR GRAVEYARD



Elven Rite



Constant Mists



Playtesting 1,2,3

DIFFICULTY

ecently I ran across a drawer full of Stronghold playtest cards. It dawned on me as I looked at the jumbled mess that a player should be able to figure out what cards were in the pile merely by using the clues available. Be aware that a few cards were tweaked slightly between the final playtest and the release (most notably several names were changed). See if you can identify all 17 Stronghold cards pictured.



SOLUTION (Stronghold name in parenthesis if different than playtest name)

- 5. Mirrored Wyvern (Silver Wyvern)
 - 4. Horn of Plenty (Horn of Greed)
 - 3. Wall of Razors Z. Death Pact (Grave Pact)
 - meand gnisleW .I
- 9. Spike Soldier 8. Calming Licid 7. Dal Warriders (Lancers en-Kor) e. Sword of the Chosen
- eveW ernel3 .11 10. Electrity (Shock)
- 17. Crystalline Sliver 13. Seething Anger 16. Dauthi Rifter (Dauthi Trapper) IZ. Volrath's Stronghold 15. Constant Mists
- 14. Feral Kage (Primal Kage)

by Mark Rosewater

There are some presting you know are downed for failure di Lumited in the tor garage for the black reduct to drive up, I know this was not of them. Leab willing a black marker place may Thempto an Ingenit ni valued diading ----againation out for mis to set that my loss post call arrouched anything of Hamilton M Level and supporter reading. an particular de la company de la company de la company de la company de la company de la company de la company hereine talen bertannen, berto my history estimate

Step-by-step solutions to last issue's "Magic: The Puzzling"

MAGIC

Splice of Life

Published in Duelist #23, p. 86

This puzzle has two problems you have to solve. First, you need to deal 19 damage to Teeuwynn. When you add up the power of all your creatures, you get only 14 damage. You still need to find a way to eke out 5 more points of damage. This brings us to your second problem. Teeuwynn has five creatures able to block your creatures. The key to solving this puzzle is going to rest on your Serra's Blessing. This enchantment will allow you to both attack with your creatures and still use their special abilities. As you will see, the timing will be crucial.

Pre-Attack Main Phase

- Tap a swamp, plains, and two mountains to add one black (used as colorless), one white, and two red (one used as colorless) mana to your mana pool.
- 2) Use one red and one colorless mana to cast Fire Whip on your Soltari Emissary.

The Fire Whip will be used to both get rid of one of Teeuwynn's blockers and do an additional point of damage to Teeuwynn.

3) Use one white and one colorless mana to cast Hero's Resolve on your Infantry Veteran. It is now a 2/6 creature.

The Hero's Resolve is going to help produce your extra 5 points of damage once the Veteran's power and toughness are swapped by the Dwarven Thaumaturgist. 4) Declare your attack.

Attack Phase

5) Declare all your creatures as attackers (Soltari Emissary, Bounty Hunter, Dwarven Thaumaturgist, Infantry Veteran, Jamuraan Lion, Serrated Biskelion, and Southern Paladin). Due to Serra's Blessing, none of them will tap.

Here's where the timing becomes important. Once you declare your creatures as attackers, they will attack regardless of whether they are tapped or untapped. Thanks to Serra's Blessing, you can use their special abilities while still attacking with them.

- 6) Tap your remaining five plains and one mountain to add five white and one red (used as colorless) mana to your mana pool.
- 7) Use one white mana to give Soltari Emissary shadow until end of turn.
- Use two mana and tap your Phyrexian Splicer to move the shadow ability from Soltari Emissary to your Dwarven Thaumaturgist.

You want to move the shadow ability to your Dwarven Thaumaturgist because this will allow you to use its ability twice. This trick works as follows: You declare the Thaumaturgist as an attacker; you tap and use its ability; then you use Maze of Shadows to untap the Thaumaturgist (since it is now a creature with shadow) and remove it from combat. The Thaumaturgist no longer does damage, but is now untapped and can be used again.

- 9) Tap Dwarven Thaumaturgist to swap the power and toughness of Teeuwynn's Horned Turtle, making it a 4/1 creature until end of turn.
- 10) Tap Soltari Emissary to have it deal 1 damage (via Fire Whip) to Teeuwynn's Horned Turtle, thus destroying it.
- 11) Tap your Maze of Shadows. Use it to untap Dwarven Thaumaturgist. Now it won't deal any damage in combat.
- 12) Tap Dwarven Thaumaturgist a second time to swap the power and toughness of your Infantry Veteran enchanted with Hero's Resolve. It is now a 6/2 creature until end of turn.
- 13) Tap Infantry Veteran to give itself
 +1/+1 until end of turn. It is now a
 7/3 creature until end of turn.

You now have your extra 5 points of damage. The point missing due to the Thaumaturgist not attacking will be made up by sacrificing Fire Whip.

- 14) Tap Bounty Hunter to destroy Teeuwynn's Skyshroud Troll.
- 15) Use one white mana and tap Jamuraan Lion to make Fallow Wurm unable to block for the remainder of the turn.
- 16) Tap Serrated Biskelion to put a -1/-1 counter on itself and one on Teeuwynn's Seeker of Skybreak. Your Biskelion becomes a 1/1 creature while Teeuwynn's Seeker of Skybreak is destroyed.
- 17) Use two white mana and tap your Southern Paladin to destroy Teeuwynn's Rathi Dragon.

All of Teeuwynn's blockers can be removed by various special abilities on your creatures. You just have to be careful to use the right ability on the right creature.

- 18) Allow Teeuwynn to declare blockers.
- Have your creatures deal their damage. You deal 18 damage to Teeuwynn (Soltari Emissary-2, Bounty Hunter-2, Infantry Vet-

eran—7, Jamuraan Lion—3, Serrated Biskelion—1, and Southern Paladin—3). Teeuwynn is now at 1 life.

Post-Attack Main Phase

20) Sacrifice Fire Whip to deal the final point of damage to Teeuwynn, defeating her.



Look Before You Leap

Published in Duelist #23, p. 88

The most daunting problem in this puzzle is how to do 15 damage in one turn. By looking at your hand, you should see the answer—Minion of the Wastes. But to make this trick work, you need to raise your life total to 16 (allowing you to spend 15 of it to make a 15/15 Minion). You then are still faced with the problems of removing Bill's blockers and finding a way for your Minion to avoid summoning sickness.

- Tap all your swamps, islands, and mountains to add seven black (three used as colorless), eight blue (seven used as colorless), and two red mana to your mana pool.
- 2) Use one black and four colorless mana to cast Extinction. Select "Drake" as the summon type. This destroys Bill's Flowstone Wyvern. You now have three black, one blue, two red, and six colorless mana in your pool.

The reason you choose "Drake" over "Licid" or "Merfolk" is two-fold. First, you have a Licid and Merfolk you need to use. Second, you have no other way to deal with Bill's Flowstone Wyvern.

- Tap Rootwater Hunter to have it deal 1 damage to Bill's Stinging Licid, destroying it.
- 4) Use one blue and three colorless mana to cast Ray of Command. Steal Bill's Rootwater Matriarch. You now have three black, two red, and three colorless mana in your pool.
- 5) Use one red mana and tap Enraging Licid to turn it into a creature enchantment and hop it onto Bill's Enraging Licid. You now have three black, one red, and three colorless mana in your pool.
- 6) Tap Rootwater Matriarch to take control of Bill's Enraging Licid. By stealing Bill's Enraging Licid rather than using your own, you remove it as a blocker. Since Minion of the Wastes does not have trample, even a 1/1 creature could ruin your plans.
- 7) Sacrifice Bottle Gnomes to gain 3 life. You are now at 16 life.
- Use three black and three colorless mana to cast Minion of the Wastes. Sacrifice 15 life to the Minion to make it a 15/15 creature. You now have one red mana in your pool.
- 9) Use one red mana and tap Enraging Licid to turn it into a creature enchantment and hop it onto your Minion of the Wastes. Your Enraging Licid falls off and is destroyed. Bill regains control of his tapped Enraging Licid now enchanting your Minion of the Wastes.

As soon as Bill's Enraging Licid turns into an enchantment, your Enraging Licid falls off because Bill's Licid is no longer a creature and thus no longer a legal target. No longer enchanted, Bill will regain control of his Enraging Licid. But since Bill has no red mana to hop it off your Minion, the Minion will retain the immunity to summoning sickness and will be able to attack.

10) Attack with your Minion of the Wastes and deal 15 damage to Bill, defeating him.

The black sedan arrives. The door opens. See you next month. I hope. 🏶





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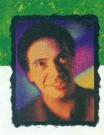




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LOST IN THE SHUFFLE

by Richard Garfield



Credit Where Due

ET ME ASK YOU a few questions. Who designed Monopoly? Who designed Trivial Pursuit? Now, ask yourself who wrote *The Shining?* Who directed *Star Wars?* Who wrote *Moby Dick?* Some readers of this magazine (and in particular readers of this column) may be able to answer the first two questions. I bet there might even be one or two of you who found the two game questions easier than the last three. However, to the vast majority of the general public, game designers don't rank anywhere near the level of authors or movie directors.

The companies that publish games get far more recognition than the actual designers of those games. To put this in perspective, see if you can recall the names of the publishers or producers of the above games, movies, and books, and compare how easy this question is to the one about designers, authors, and directors. You will probably remember **Monopoly** is published by Parker Brothers more easily than you remember who published *The Shining* (which naturally I can't remember).

One reason game publishers are easier to recall than game designers is the lack of credit given to designers on their products. Although credit is usually given to designers in the adventure game industry, often this credit is not on the package, but instead is hidden inside the rules. Outside of the adventure game industry, it is common for a game to contain no reference at all to the game's designers. Now, compare this situation to the book trade, where publishers shout the author's name on the cover of the book; or to the movie business, where the director's name often appears in the advertisements as prominently as the names of the stars.

Even when package credit is given to a designer, this credit is often meager, as in the case of **Titan: The Arena**. This case

leaps to mind because the game's author, Reiner Knizia, is believed by many to be the best game designer in the world. Yet, the credit given to Knizia is printed in the smallest make-youreyes-bleed-we-legally-haveto-print-this font. You would hope a publisher would list Knizia's name prominently, along with a list of his

other designs, so game players would see that this publisher believes it is using one of the best in the business. The lack of credit given to game designers helps perpetuate the belief that game design is a commodity. I was shocked when companies in the adventure game industry told me the only thing that matters in a game is the motif; that designs are easy to come by and just about anyone can create them.

This lack of credit hurts the industry by putting game players in the position of making less informed purchases. Players are denied the ability to invest their time and money learning new games by designers of games they liked in the past. Thus, players must purchase games based solely on a company's reputation, which can be a flimsy standard, because people routinely leave and join game companies. A company's attitude, motivation, and talent are less consistent than a single designer's. This also denies people the chance to vote against designers based on past performance. After reading a book I don't like, I'm not going to read another book by that author unless I get some rave reviews from folks I trust.

Another reason credit for the individual designer is valuable to the game is the matter of responsibility. If my name is on a game, I am unhappy if it doesn't meet a certain standard; much more unhappy than if I'm just part of the small print or not mentioned at all. A bad game reflects poorly on a company, but if you really want someone to be responsible for the success or failure of a game (or anything else for that matter), assign responsibility to a person, not a committee.

What can you do? Consider asking companies that produce games you like (or don't like) why they don't give package credit to their designers like the credit authors receive on their own books. I believe the quality of game design would rise if designers' names were boldly attached to their games, rather than hidden away or eliminated by corporations attempting to build up the company's name or product line.

Richard Garfield is happy to work for a company that recognizes the value of game designers.

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